X5 Adventure Module for Character Levels 6-10 9069

DUNGEONS & DRAGONS®

Expert Set Adventure Module

Temple of Death

by David Cook

The 2nd module in the DESERT NOMADS series

Find your way to the stronghold of the Master, the Temple of Death, in an exciting adventure that can be played by itself or as a sequel to **Wilderness Module X4, Master of the Desert Nomads!**

TSR Hobbies, Inc.

DUNGEONS & DRAGONS® and D&D® are registered trademarks owned by TSR Hobbies Inc.

Christopher Lerch (Order #29450784)

DUNGEONS & DRAGONS® Expert Set
Wilderness Module X5

Temple of Death

by David Cook

An Adventure for Character Levels 6 - 10

You stand before the Great Pass, beyond which lies the land of Hule, and beyond that, the stronghold of the Master known as the Temple of Death. Can you find the heart of his stronghold and stop his vicious raids on the Republic?

Editor: Michael Williams Art: Timothy Truman

DUNGEONS & DRAGONS and D&D are registered trademarks owned by TSR Hobbies, Inc.

Distributed to the book trade in the United States by Random House, Inc., and in Canada by Random House of Canada Ltd.
Distributed to the toy and hobby trade by regional distributers. Distributed in the United Kingdom by TSR Hobbies (UK) Ltd.
This module is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or artwork contained herein is prohibited without the express written consent of TSR Hobbies, Inc.

©1983 TSR Hobbies, Inc. All Rights Reserved.

TSR Hobbies, Inc.

PRINTED IN U.S.A
ISBN 0-88038-017-9

9069

Christopher Lerch (Order : 29450784)

DUNGEONS & DRAGONS® Expert Set
Wilderness Module X5

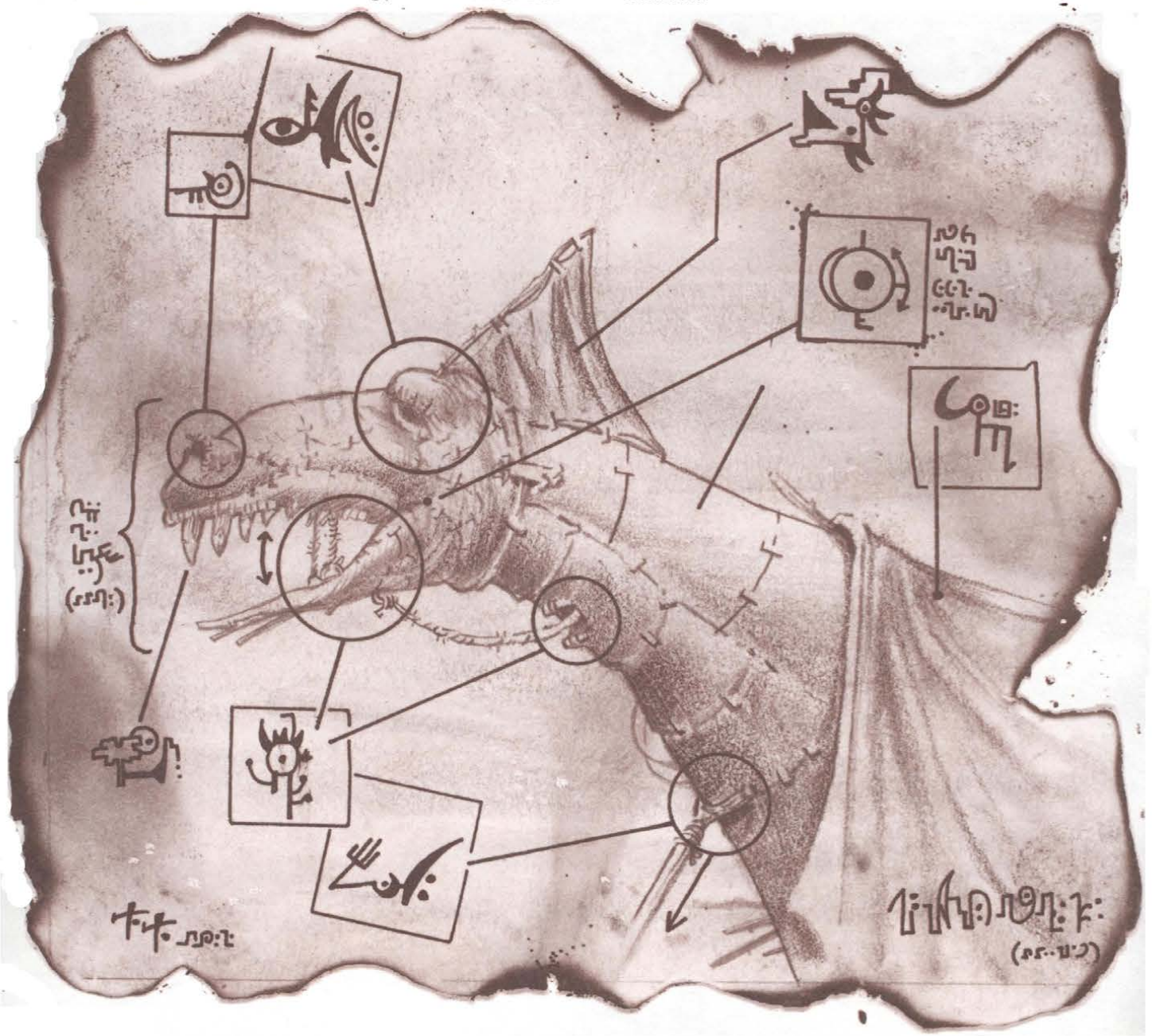
TEMPLE OF DEATH

PART 1: INTRODUCTION

This module is the second in a two-part series. The first part is **X4, Master of the Desert Nomads**. This adventure may be played with or without the first module. However, the players and the DM will find the adventure much more interesting and exciting if **Master of the Desert Nomads** is played first.

This module is designed for a party of 6th to 10th level characters. There should be six to eight players in the group. Each character should have from three to four magical items, including weapons, armor, and miscellaneous items. It is strongly recommended that there be at least one each 8th to 10th level cleric and fighter. All the characters should be prepared for a wilderness adventure: they should have mounts, rations, spellbooks, and water.

If you intend to play in this module, **stop reading now**. The rest of this module is for the Dungeon Master only. He or she will use this information to guide the players through the adventures of the module. Knowing what will happen in this module will ruin the excitement and surprise for players as they face new and unknown situations.



Christopher Lerch (Order : 29450784)

The First Adventure

If your players have not played the first module, **Master of the Desert Nomads**, use the boxed paragraphs below as the background for their adventure. Players who have taken part in the first adventure will have their own experiences to use as background.

> Led by the "Master," the desert tribes of the Sind Desert raise the banner of war! To protect itself, the neighboring country issues a call for arms. Your group answers that call and begins its march to the front. Finally, in a small village on the edge of the desert, you receive a mission of great peril. Your group is to cross the hostile desert and find the Great Pass, for somewhere beyond it lies the Temple of Death, evidently the source of the evil attackers. You are to go there and make your own decision about what to do.

> Given little aid by the army, you set off up the river, encountering monsters and agents of the strange power called the "Master" along the way. Battling foes, dodging armies, and gathering clues, you have journeyed to the foot of the Black Mountains. Somewhere in them lie the gates to the Great Pass! And beyond the gates lie the Temple of Death and its evil Master.

Notes for the Dungeon Master

Before playing this adventure, you should read the module and become familiar with the details and events that appear. If you are not familiar with a monster, spell, magic item, or rule used in the module, you should also read the proper D&D® Basic or Expert rules. Preparing to run the adventure will make playing more enjoyable and faster for everyone.

The module is organized into parts. Part 1 is the introduction. Parts 2 through 5 are the adventure and encounters that will occur during play. Part 6 describes the new monsters that appear in this module. Finally, Part 7 contains pre-rolled characters who may be used with this module.

Some encounters are placed in set locations—in keyed rooms, for instance. These encounters occur when players reach that room or trigger an alarm. Other encounters are keyed only to the type of terrain in which they occur. These take place whenever the characters are in the proper terrain and you decide that an encounter should happen. This kind of encounter usually happens in the wilderness.

Information in this module is either boxed or unboxed. You should read boxed sections to the player at the proper time. The unboxed information is for your use; it contains information on monsters and on how to handle encounters.

To use this module as the last half of the series, begin the adventure at the point where **Master of the Desert Nomads** ends. Use the same player characters and retainers. Players should have the same equipment and magical items they had at the end of the first module. Their hit points and other statistics should be whatever they were at the end of the last adventure. Unless characters specifically take the time to do so, they will not have rested or cast spells to regain hit points. They may or may not have information that leads them to the Great Pass. If they have information, it will be in the form of a series of signs. These signs (a snake, a fish, and a monster swallowing the sun) are not located on the map. If your players have not found these signs, place them anywhere you wish to guide the party to the entrance of the Great Pass.

If you use the module by itself, and not as the last half of an adventure, let the players use either their own characters or those provided from the Prerolled Characters on page 30 of this module. They may equip themselves with any items from the normal equipment lists (within reason) or, if campaign characters are used, with whatever you permit and their budget allows. The adventure begins at the entrance to the Great Pass. The characters will have their full hit points and spells. You should read aloud the background section, "The First Module."

The wilderness map provided on page 31 of the module shows the area the players must cross to find the Temple of Death. This map also includes areas that are not described in detail in this module. You may use these areas in your campaign, describing them and placing adventures in them as you wish.

The players are about to enter the land of a powerful enemy. You should stress the need for secrecy and caution to the players. If their mission is discovered, they are not likely to complete it. If you want, you may suggest that the players devise a "cover" to explain why they are in enemy territory.

The players' mission has even attracted the attention of higher beings. Appearing at points in the module is an "Unknown Benefactor." Nobody knows who or what this being is, and the players are not able to observe it closely. Do not use the Unknown Benefactor to rescue the characters from troubles caused by their own stupidity or foolishness!

It is possible for the characters to have an **amulet of finding** or to find one in the course of this adventure. This item appears to be much like other magical amulets. Anyone who wears one of these amulets may see through the amulet of any person who is wearing another. The master has several of these amulets and keeps his in a black bag (so no one will see anything through his). He uses these amulets to keep himself informed. If one of the characters finds and wears an amulet, all his actions will be known to the Master.

Christopher Lerch (Order - 29450784)

PART 2: THE GREAT PASS

Beyond one mile from an opening, the air is stale. Torches and lanterns shed light at half normal distance. Oil does not burn except near the entrances. Fire spells do normal damage, but, on the round after the one in which they are cast, also do another d10 of damage to all air-breathing creatures within triple the area of the spell. Using a fire-based spell immediately extinguishes all open flames and lanterns in the general area of the encounter. If a fire elemental is **summoned**, all breathing creatures within 100′ suffer 1d10 points of damage each round as oxygen burns out of the air.

The tunnels through the Black Mountains connect to three different valleys. These valleys are well above the treeline, but lush green carpets of alpine flowers, lichens, and mosses cling to the rugged rocks and boulders. The ground is moist with the runoff from the surrounding glaciers. The valleys are locked in by the mountain peaks. A few small creatures live in the valleys—small rodents that gather berries and plants, and falcons and hawks that prey on the rodents. Mountain goats dwell near the edges of the valleys. Any other creatures in these valleys are listed under the specific encounter for each valley.

Random Encounters In The Great Pass

When the players are travelling through the tunnels, chances for a random encounter are one in six. An encounter check should be made every two miles the characters travel. If an encounter does occur, roll 1d20 and find the result on the chart below:

Die Roll	Encounter
1-2	**Bat, Normal**. NA 1-100 (AC 6; HD 1 point each; #AT confusion; D nil; MV 3′/40′; Save NM; ML 6; AL N). There is a 50% chance for a second creature (or creatures) in the same area. If the roll calls for another creature, roll again on this table and reroll any result of 1-2.
3	**Black Pudding***. NA 1 (AC 6; HD 10; #AT 1; D 3-24; MV 20′; Save F5; ML 12; AL N; immune to all but fire).
4	**Caecilia**. NA 1-3 (AC 6; HD 6; #AT 1; D 1-8; MV 20′; Save F3; ML 9; AL N).
5	**Carrion Crawler**. NA 1-3 (AC 7; HD 3+1; #AT 8; D paralysis; MV 40′; Save F2; ML 9; AL N).
6	**Doppleganger**. NA 1-4 (AC 5; HD 4; #AT 1; D 1-12; MV 30′; Save F10; ML 10; AL C; immune to **sleep** and **charm**). If it is not discovered or if it has the initiative, the doppleganger hides. After the party passes, it tracks the group, waiting to catch a single player off guard.
7-8	**Geonid Patrol**. NA 2-12 (AC -2; HD 2; hp 10; #AT 1; D 1-8; MV 20′; Save F2; ML 8; AL C; surprise 1-4; see end of module). These geonids are servants of the Master. They patrol the tunnels of the pass, stopping all strangers (not monsters) and checking for passes. If the players do not have a pass or are hostile, the geonids attack.
9	**Giant, Stone**. NA 1 (AC 4; HD 9; #AT 1; D 3-18; MV 40′; Save F9; ML 9; AL N). This stone giant will be travelling to his home. There is a 50% chance that he will have 1-3 cave bears (AC 5; HD 7; #AT 3; D 1-8/1-8/1-12; MV 40′; Save F3; ML 9; AL N). The giant will be carrying a purse with 1000-8000 gp 75% of the time.
10-11	**Green Slime***. NA 1 (AC always hit; HD 2; #AT 1; D special; MV 1′; Save F1; ML 12; AL N).
12	**Minotaur**. NA 1-6 (AC 6; HD 6; #AT 2 or 1; D 1-6/1-6 or weapon +2; MV 40′; Save F6; ML 12; AL C).
13	**Ochre Jelly***. NA 1 (AC 8; HD 5; #AT 1; D 2-12; MV 10′; Save F3; ML 12; AL N).
14	**Purple Worm**. NA 1 (AC 6; HD 15; #AT 2; D 2-16/1-8 + poison; MV 20′; Save F8; ML 10; AL N).
15	**Shadow***. NA 2-12 (AC 7; HD 2+2; #AT 1; D 1-4 + special; MV 30′; Save F2; ML 12; AL C).
16-17	**Shrieker**. NA 2-8 (AC 7; HD 3; #AT special; D nil; MV 3′; Save F1; ML 12; AL N). If a shrieker screams, make another encounter check. The creature that appears should be determined randomly from this table.
18	**Troll***. NA 1-8 (AC 4; HD 6+3; #AT 3; D 1-6/1-6/1-8; MV 40′; Save F6; ML 10 or 8; AL C; regeneration).
19-20	**Weasel, Giant**. NA 1-4 (AC 7; HD 4+4; #AT 1 + special; D2-8; MV 50′; Save F3; ML 12; ALN). These weasels are ravenous. They attack any party on sight and normally fight to the death.

Christopher Lerch (Order : 29450784)

Special Tunnel Encounters

This section gives two detailed encounters, neither of which is placed on the map of the Great Pass. You may use these encounters to keep up interest and excitement if your players are not having any random encounters. These encounters may happen only while the players are in the tunnels.

A. The Children of the Caves

As the players near a bend in the tunnel, they hear a roaring sound ahead. As they get closer they can hear high-pitched voices and the sound of metal hitting stone. When they round the bend, they see 12 cave dwellers (AC 6; HD 1; hp 5 each; #AT 1; D 1-6; MV 50′; Save F1; ML 7; AL N) fighting a mujina (AC 4; HD 8; hp 37; #AT 2+ special; D 1-6/1-6; MV 40′; Save F8; ML 9; AL C; see p 29). The mujina carries a two-handed sword and a short sword. Each cave dweller has two unusual weapons: a bullroarer knife and six chakrams. The bullroarer knife is a chain that ends in a flat knife, whirled over the head to make a loud roaring noise. Each knife does 1-6 points of damage and may attack any creature within 10′ of the user. A chakram is a steel ring, 6″ in diameter, the outer edge of which is very sharp. These may be thrown up to 30′, doing 1-6 points of damage. Each cave dweller wears six chakrams about his brow.

This section covers all the adventures the characters will have while travelling through the Great Pass. It includes a general description of the Great Pass, a random encounter table, and both special and placed encounters.

General Description

The Great Pass lies in the Black Mountains, one of the highest and most forbidding mountain chains in the known lands of the campaign. Here peaks are permanently ice-covered, and large glaciers fill many of the high valleys and saddles. From a distance the mountains appear white and dull blue, but when viewed closely, the blue becomes dull gray, barren rock. Most of the mountain land is well above the treeline, even above the highest of the alpine meadows that cover the lower slopes.

The entrance to the first tunnel of the Great Pass is in a narrow box canyon, half a mile long. The mouth of the canyon is 20 yards wide. Cliffs 300′ high rise up on either side. The canyon twists and turns at this same width for half a mile and ends in a large open area one mile across. At the far side of this bowl is a cave mouth 30′ from the ground. A ramp of packed earth runs from the ground to the opening.

However, an **hallucinatory terrain** covers the mouth of the canyon. If the players have directions to the entrance of the Great Pass, they will reach the mouth of the canyon with no difficulty. A heavily trampled path leads up to the canyon mouth and appears to end in a blank cliff wall. If the players are searching without a map, they will eventually find this path. If the cliff wall where the trail ends is touched, it disappears, revealing the canyon mouth.

The tunnels through the Black Mountains are natural passages. The floors are irregular and cluttered with fallen stone and stalagmites. Water and ice film the walls. Puddles dot the floor. The walls and ceilings of the tunnels are also jagged and rough. The tunnels are 11 to 20 yards wide (1d10+10) and 11 to 30 yards high (1d20+10). Players will not be able to keep an accurate track of time while in the tunnels. Fungus grows in patches throughout the tunnels, 70% of which is deadly poison. If a player eats any of the poisonous fungus, he must save vs. Poison or die.

The cave dwellers are descendants of a band of humans who entered the tunnels centuries ago. Their skin and hair is dead white. They no longer can see, but they have very good hearing. This hearing allows them to attack and move normally. They cannot be blinded with a **light** spell or affected by the mujina **fear** power. A **silence 15′ radius** will hide the party from them. As they fight, they call to each other to hear where everyone is.

When the players round the corner, the mujina has the features of a normal human. He is dressed in armor and appears to be a normal fighter. When he sees the players, he screams for help. The cave dwellers know the players are present (unless the players are using a **silence 15′ radius** spell). They do not attack but wait to see what happens. If the players side with the mujina and defeat the cave dwellers, the mujina will try to join the party. He will explain that he is a fighter who has been lost in the tunnels for many months. He will not be able to guide the players but will help in any fight. If the players defeat the mujina, the cave dwellers will stop to rest. Through sounds and touching, they will express their thanks to the players. If the players can figure out some way to ask, the cave dwellers will gladly provide the group with a guide to the next valley. When travelling with the guide, the party will have no chance to get lost.

If the players search any of the bodies, they will find 1000 gp on the mujina, and 2-8 apparently worthless stones on the cave dwellers. These stones are actually valuable to the cave dwellers: the texture of the stone determines how much it is worth to them.

B. The Glowing Passage

When the players are 100′ from this encounter, they can see a dim light ahead. The light is not the color of a torch, lantern, or sunlight, but seems to glow a pale icy blue. Except for a small trail down the middle, the light covers the floor, ceiling, and walls of the tunnel for 240′. It is bright enough that the characters can see this area without any other light. The light seems to come from everything—the rocks, the fungi, the water. Its color lends a sense of transparency to all the objects it coats. When the players reach the center of the path, the light advances onto the path, blocking both ends, leaving a 50′ strip in the center of the area. The light then continues to close up this strip at a rate of 1′ per round. The players have 25 rounds to act before the light covers the trail completely.

If players try to use a spell(**commune**, **contact higher plane**, or **wish**) to learn more about this area, answer their questions as per the rules. This light is alien and new to this world, so even the gods know little about it. In fact, the following quote from the *Diaries of Quod* is the only existing account of it.

> "Aldisious of Parquossia writes of one of his travels: 'While traveling through the Mountains of Anthropomagi, I found a tribe whose god was called the Living Light. At their behest I was taken to their shrine, where I observed a well, the walls of which were coated with an icy radiance that shifted and moved in my presence. Before being conducted to a closer examination of the well, Don Hesquirot and his knights prevailed on the tribe by force of arms to allow us passage through their lands. What examination I was allowed supports my opinion that the light was a product of a mixing of mineral oils and rare earths in the bowels of the earth. Whether the light was living or intelligent I could not tell. Since my return, I have not been able to copy the effect in my workshop.'"

If any item touches the glowing areas, the light sticks to it and spreads over the item at the rate of 1″ every round. This is fast enough to cover a full-grown man in one turn. The light does not seem to harm the player while it spreads. However, when he is entirely covered by the light, the player begins to lose one point of strength and intelligence each round. Do not tell the player what is

Christopher Lerch (Order #29450784)

happening, but give him warnings such as "You feel tired. Now you feel even weaker. Perhaps you'd better sit down," and "You can't figure out what is going on. Now you are getting distracted easily. Everything seems very confusing to you. The color all around you is very pretty." If the player is reduced to 0 Strength, he is dead. If he is reduced to 0 Intelligence, he is a mindless vegetable. A **cure disease** will destroy the light covering any simple object or creature, but will not affect the light covering the floor, ceiling, or walls of the passage. A **darkness** spell will stop the growth and effects of the light in the area covered by the spell. When the spell wears off or is dispelled, the light will return to its normal behavior. Direct sunlight will also destroy the strange glow.

Placed Encounters in the Great Pass

The following encounters match the numbered encounter areas given on the map of the Great Pass. Each encounter occurs when the party enters the general area indicated by the number on the map.

1. The Dragon of Woe

> As you cross the open area, heading towards the cave mouth, you see wisps of what might be steam drifting from the opening. Finally, 30′ away, you hear a great rumbling noise and a large cloud of steam billows out of the cave. Suddenly, the head of a green, dragon-like creature thrusts out of the cave. It says, "What is this? More of the puny creatures who run the face of the earth? Go away and leave me alone!"

In this cave are 11 fighters (AC 4; F2; hp 12 each; #AT 1; D 1-8; MV 40′; Save F2; ML 8; AL C) and a magic-user (AC 9; M7; hp 20; #AT 1; D 1-4 +1 or spell; MV 40′; Save M7; ML 9; AL C) carrying a **dagger +1** and a **wand of fear**. He has the following spells memorized:

First level: charm person, magic missile, ventriloquism
Second level: invisibility, phantasmal force
Third level: fire ball, protection/normal missiles
Fourth level: wall of fire

The "dragon" is actually a fake, a framework covered with pieces of dragon hide. This hide has been treated to resist all types of fire. Inside the dragon are the fighters and the magic-user, left by the Master to guard the entrance. The fighters are working cranks, wheels, bellows and drums. This machinery allows the dragon to move back and forth, turn its head, move its legs, breathe puffs of steam, and make deep rumbling noises. One fighter uses a megaphone, allowing the dragon to speak in a thunderous voice. The magic-user stands inside the dragon, near its head. He can see out through its mouth and is ready to cast his spells.

If the players confront the dragon, the magic-user will use the **phantasmal force** spell to create the image of another, slightly smaller dragon poking its head out of the cave next to the first. If this still does not drive the characters away, the magic-user will have the illusion appear to go back into the cave and then will use his **wand of fear** on the party. If the dragon is attacked, the magic-user will cast his **fire ball** on the party. If any of the players then enter the cave, the magic-user seals the entrance with the **wall of fire**, while the 11 fighters melee those trapped inside.

Attacking the dragon with spells does not hurt the men inside. All spells (except fire spells) that do 20 or more points of damage shatter the framework, revealing the dragon as a fake. If this happens, the fighters flee. The magic-user casts his **invisibility** to escape. If still pursued, he uses the **wand of fear** spell on those chasing him. He does not become visible to save any of the fighters. Each fighter carries 100 gp in a purse. The magic-user, aside from his magic items, has three gems, each worth 500 gp.

2. The Valley of the Roc

> This valley is cloudy, cold, and damp. The upper slopes of the mountains are hidden behind a thick bank of foggy clouds. The snow or frost that settles on the ground every night melts away during the day. The floor of the valley is marred by large areas of ripped soil. There appears to be no pattern to the placement of these, but the damage usually takes the form of two to six long furrows, roughly parallel to each other. The furrows extend for 50′ to 100′ and end in areas pitted with many holes 1′ wide and 3′ deep. The ground around these holes is torn up and gouged. Some of the markings appear to be quite old, while others are recent.

Near the center of the valley is a small camp. Living in four small sod and cloth lean-tos are 10 gnomes (AC 5; HD 1; hp 6 each; #AT 1; D 1-6 or by weapon; MV 60′; Save D1; ML 5; AL L) armed with short swords and crossbows. Several hundred gnomes escaped from the Kingdom of Death (Hule) many years ago. However, in doing so, they came under the Master's curse (see Great Pass Encounter 6) and have never been able to find their way out of the pass. During this time, their numbers have grown steadily less, and now only this small band is left.

The gnomes are cautious and take no chances. One greets the players while the others cover the party with their crossbows from the lean-tos. The gnomes do not let the players camp in the immediate area and do not warn them about the mysterious wind creatures that live in the valley.

During the late afternoon, the players hear a faint cry that seems to come from a great distance on the wind. It sounds like someone calling a name (use one of the PC or NPC names in the group). The cries will go on for a time and then fade. This happens several times, and each time, the cry grows louder. As it does so, the air becomes noticeably cold and the wind stronger. Finally, the cry is so loud that it can no longer be understood and only sounds like a tremendous scream. The winds beat around the character at near-gale strength, knocking over halflings, tents, and blowing out fires. At the peak of this commotion, a huge object, the body of a mammoth, tumbles from the sky. There is a 1 in 20 chance that the body strikes someone. If this happens, determine randomly who is hit. Then allow the player to save vs. Dragon Breath. If he fails to save, the mammoth crashes into him, causing 5-50 points of damage. A successful save indicates the character has avoided being crushed.

If the characters examine the body of the mammoth, they are able to tell only that it fell from a great height. Whether this caused its death and how it managed to get in the air are impossible to tell. If the players question the gnomes about this incident (or what made the huge furrows in the ground), the gnomes say nothing. They claim they do not know what causes these things, only that they sometimes hear a screaming in the sky and are struck by great winds. They claim they hide whenever this happens.

If the players leave the body of the mammoth and return later, the body will be gone. There will be no sign of what took it away. However, nearby will be a fresh set of the strange tracks the group has noticed before.

The tracks, the sounds, the wind, and the fall of the mammoth were all caused by a roc (AC 0; HD 36; hp 160; #AT 3; D 3-18/3-18/8-48; MV 60′/480′; Save F15; ML 10; AL L). It lives above the clouds that always cover this valley. When the characters search the valley after the encounter with the mammoth body, they find a huge group of skeletons along one of the cliff bases. These are the bones of the roc's dinners and include those of mammoth, lesser sea serpents, and other large creatures.

Christopher Lerch (Order - 29450784)

During the night after the party encounters the mammoth, they will be attacked. The players hear the screaming sound and feel the cold breeze as before. However, this time the winds become so strong that all players are blown about like leaves. The winds last for five minutes, during which time the players are scattered from the camp. When the party reunites, one member (the one who has the greatest combined strength and constitution) is missing. The roc has captured this player and carried him to its nest. It will not harm the prisoner, but, if possible, will keep him from escaping.

If the others decide to rescue the kidnapped player (and have figured out where to find him) they must climb the cliff where the bones were found. This cliff is 2400′ high. It may be climbed if the players have rope and spikes or similar items. The climb takes almost two days. During the night when the players are on the cliff face, they find a ledge large enough to rest upon. By this time they are in the clouds, but on the next day, the players break above the cloud level. Above them they see what seems to be a small forest. As they climb closer, they can tell that this is the nest of the giant roc, made from uprooted pine trees and other logs. The roc's nest contains no treasure.

When the players reach the nest, they find their kidnapped companion. The roc sees them but does not attack or harm them unless they attack first. If the players do not harm the roc, a vague outline of a shining gold figure appears near it. Then the players hear a voice say quietly, "Go. This is all the aid I can give." The roc ruffles its wings and poises to fly away. It expects the players to climb on its back. If they do not, it looks at them, then angles its head towards its back. If the characters still do not figure out what they are to do, the roc gently catches one of the party in its beak and places him or her on its back. It then waits for the rest. When the players finally climb on, the roc lifts off. It flies them over the mountains and leaves them at Encounter Area 9 (p. 9). The flight takes several hours and is bitterly cold and numbing. There is no chance that the player characters will fall during the flight.

If for any reason, the players do not attempt to find and rescue their kidnapped companion, the roc returns him the next day. The player has spent the night in the nest unharmed and has little to report of the experience.

If for any reason, the players do not have the encounter with the roc, they are approached by the gnomes that live in the valley. The gnomes, still not trusting the players, have decided that the best way to remove the players is to show them an exit. The gnomes guide the players to one of the three tunnels (not the one the players came in by) and ask the players to leave. The gnomes will not harm the party or travel with them.

3. The People of the Rocks

As the party enters this section of the tunnel, they hear the noise of rocks tapped against rocks. Whenever they approach the source of the tapping, it stops. After the players move on, the tapping starts again. If they search any area, they find nothing unusual—only boulders, stalagmites, and stalactites.

The tapping noise is caused by scouts of the geonids. They are passing on information about the numbers, possible strengths and weaknesses of the party to the main guard of geonids located ahead. If any of the players shows a skill special to his class (casts a spell, hides in shadows, etc.) or uses a magic item, the scouts report this also. After an hour of game time has passed, the players encounter 16 geonid guards (AC -2; HD 2; hp 13 each; #AT 1; D 1-8 or by weapon; MV 20′; Save F2; ML 8; AL C; surprise on a 1-4). These guards are in their boulder shapes and, having been alerted by the scouts, cannot be surprised. The guards already know how many players are in the party, and may know some of the character classes in the group. The guards will try to surprise the party, surround them, and force them to surrender. If the characters do not surrender, the geonids attack.

If the players are captured, they will be taken to a small nearby cell. This cell is 6′ square and its bars are made of stone. Two geonids always stand guard around this cell. The players will be held for a week, during which time they will not be given food or water. At the end of the week, a man will arrive to inspect the prisoners. This man is Focquet, a fighter (AC 0; F 8; hp 40; #AT 1; D 1-8 +2; MV 40′; Save F8; ML 9: AL C) armed with a **sword +2** and wearing **plate mail armor +1**. He also has a **ring of regeneration**. Focquet is the second in command at Encounter Area 9. He carries one gem worth 2000 gp and a badge on a necklace. The badge allows the players safe passage past the Master's guards if they present it. If the players do not escape, 20 geonids will take them away and execute them. If the players wish to escape, they will have to fight with their bare hands and with any rocks that they pick up.

4. The Palace of Fungi

When the players are one mile from this encounter, make a secret saving throw vs. Poison for each character. This save is made at a -2. Those who fail to save are under the effects of the delusion that is explained below. Those that make the save are not affected. In either case, do not tell the players what has happened. Read the following to all:

> As you near a bend in the tunnel, you can see a faint light ahead. It does not appear to be a lantern or torch light. At the same time, you also notice a faint smell in the air. This scent is not unpleasant, but certainly is not like anything you have smelled while in the tunnels.

As the characters advance, the scent grows stronger and the light somewhat brighter. When the group rounds the bend, read the first of the following entries to those who made their saving throw and the second to those who did not.

> Ahead the tunnel opens into a huge cavern. The scene in the cavern is hideous—giant fungi dripping with glowing mold, streams of black and green water scummed with white puffy spores, and moldering little creatures that move around the floor of the fungi forest. Mold-covered bones lie propped against the base of huge trunks. In the distance stands what appears to be a tumbled structure of black, green, gray, and blue fungus. It rises above the surrounding forest, almost like a castle.

> As you round the bend, you see into the cavern. It is huge, maybe a mile or more across. The cavern is filled with a soft light that comes from glowing molds. Streams of water trickle around the stems of giant mushrooms. Cave newts and insects scuttle across the floor. In the distance you can see what might be a palace built from fungi logs, rising above the level of the forest.

The actual scene is the first—the disgusting forest. Those players who see the other scene have been affected by the spores released by the fungi. Do not give hints to the players about which is the correct scene. They must decide this for themselves. No clues from how they feel or act will tell the players that they have been affected by the spores. A **neutralize poison** cancels the effects of the spores. A cured player does not need to save again, no matter how long he remains in the area.

One turn after the characters enter the chamber, they will be attacked by 20 zombies (AC 8; HD 2; hp 14; #AT 1; D 1-8; MV 40′; Save F1; ML 12; AL C). Those characters affected by the spores see them as albino cave-people, cautiously approaching in a non-hostile manner. Clerics affected cannot turn the zombies. If the zombies are attacked, affected characters see it as an unprovoked attack on possibly innocent creatures. No treasure is on the bodies of the zombies.

Christopher Lerch (Order - 29450784)

If the players defeat the zombies and decide to explore the forest, roll on the following table for possible further encounters. One check should be made every two turns. The chance for an encounter is 1-2 on 1d6. The first encounter is with A below, the second with B, and the third with C. There will be no more than three random encounters.

A. Two Basilisks (AC 6; HD 6; hp 32, 25; #AT 1; D 1-8; MV 20'; Save F3; ML 9; AL N; save vs. Turn to Stone if players are touched or meet its gaze). Those players affected by the spores see these two creatures as harmless lizards.

B. The ground will begin to collapse under the feet of the lead player(s). Each player must save vs. Dragon Breath. If the player saves, he leaps out of the way just in time. If the save fails, he falls 20' into a small chamber below. This fall does only 1d6 of damage since the player's landing is cushioned by a bed of yellow mold (AC always hit; HD 2; hp 9; #AT special; D 1-6 + spores; MV 0'; Save F1; ML 12; AL C; 50% chance of save vs. Death from spores). All the players (whether affected or not) see the yellow mold for what it is.

C. 15 Zombies (AC 8; HD 2; hp 12; #AT 1; D 1-8; MV 40'; Save F1; ML 12; AL C). Affected players see a group of cave people advancing peacefully, carrying gifts of mushrooms and mold. Affected clerics cannot turn these zombies.

It takes 10 turns to reach the fungi palace. The affected player characters see a well-kept building made entirely from mushroom logs and caps. Those not affected see a tumbled collection of rotting fungus that may or may not have been built into a castle. A leaning opening that may have once been a door leads into a gloomy chamber. To some this seems like a well-furnished hall hung with old tapestries. To those not affected, the "hall" is a dark ruin, strung with mold and oozing foulness. If the players enter this area, they are attacked by a dusanu* (AC 4; HD 9 +2; hp 45; #AT 2 + special; D 1-8/1-8 + special; MV 40'; Save F9; ML 10; AL C; see end of module). Affected players see the dusanu as the friendly leader of the cave people. If the players manage to kill the dusanu, they may find three large lumps of mold hidden in its nest. This mold is the same as the dusanu's. Any character disturbing the molds must make a saving throw as if they were in the dusanu's spore radius. Failure to save results in the same effect. Hidden in the lumps are a necklace worth 3,000 gp, two **potions of healing**, and a **medallion of ESP**.

No other exits lead from this chamber.

5. The Plain of Horses

> This end of the valley is a broad plain, very level and free of stones. The grass appears to have been neatly cropped so that it is no longer than 2" in any place. Small brooks criss-cross the valley. Their banks are very soft and marshy. No trees, buildings, or other cover are in sight.

Living at this end of the valley is a tribe of 30 centaurs (AC 5; HD 4; hp 20 each; #AT 3; D 1-6 each; MV 180'; Save F4; ML 8; AL N). They are fierce enemies of the geonids living in the tunnels, but they do not care about the Master or his followers, as long as they are left to themselves. In the past the centaurs have even served the Master in return for good pay and the privilege of being left alone. Therefore, they suspect all creatures that leave the tunnels of being geonid spies, unless the creatures have a pass from the Master. They build no shelters, but do collect food and wine and store it in underground pits scattered throughout their area.

If the characters study the ground near any of the streams, they notice the tracks of the centaurs. However, they cannot tell these from normal tracks. As they cross the area they encounter first a patrol of six centaurs. The centaurs come no closer than 500 yards. After observing the party for a short time, they gallop away to warn the rest of the tribe.

Within 30 minutes, a group of 15 centaurs, armed with lances, approach the party cautiously. Their plan is to trap the players by appearing to be friendly, waiting until the "spies" are off-guard and then capturing them. They will try to get information from their prisoners about the geonids and their plans. If the players show a pass from the Master at any time, the centaurs greet them (or release them) with courtesy and then leave. If the players wish to talk further, the centaurs stay reluctantly. They know little of the Master's plans and nothing of the Temple of Death. They can tell the players that the Master rules a great kingdom that stretches from the mountains to the far ocean. The people living in the kingdom are very "correct," according to the centaurs.

The centaurs have a group treasure of 600 sp, 2000 ep, a **ring of water walking**, a **potion of speed**, and a scroll of **infravision**, **charm monster**, and **stone to flesh**. This treasure is hidden in a pit like the grain pits. All the centaurs know the location of the treasure and can be forced to lead the party to it. If this happens, any surviving centaurs try to ambush the players before they can leave the Plain of Horses.

6. The Valley of the Cyclops

> This area extends off what appears to be the main valley. It is a tumble of fallen cliffs, loose boulders, rockslides, and fault lines. The ground is very rocky and few plants grow here, except along the banks of the streams that trickle down into the main valley. The valley shows no signs of life.

Living in this valley are three cyclops (AC 5; HD 13; hp 65, 50, 40; #AT 1; D 3-30; MV 90'; Save F13; ML 9; AL C). The largest of these cylops is able to cast one **curse**. This curse affects one character. If the player fails to save vs. Spells, he cannot leave the Great Pass unless he has cast a stone into the Well of the Moon and brought a cup of water back to this valley (see Encounter Area 7).

Players who enter this area will find movement difficult. They can move at only half their normal rate. After they have travelled a mile into the valley, the players encounter the cyclops. The cyclops throw some rocks in the direction of the party, but do not harm them. Instead, they wait until their leader has cast his **curse** on one of the player characters. For reasons unknown to the players the cyclops desperately want someone to complete the **curse**.

If the **curse** fails or if the players attack, the cyclops fight back and try to kill them. If the monsters are badly hurt, they flee into the rocks. The cyclops have a treasure of four 50 gp gems, two 500 gp gems, four 1000 gp gems, and 5000 gp in coins. These are kept in the main cave, which is very well-hidden and may be found only if the players follow the cyclops back to their lair or force one of them to act as a guide.

If a player under the **curse** attempts to leave the Great Pass, he finds it is impossible until the **curse** is lifted. If while under the **curse**, the player nears an exit, he always makes the wrong turn or goes the other way. If others attempt to force or carry the person out, they suffer pains that grow greater and greater as they near the exit. If taken beyond the exit, the **cursed** player dies.

It seems that the cyclops are bound to this valley by a powerful force (**curse** or otherwise). They can only be released from the valley when some water from the Well of the Moon has been poured on the soil.

7. The Well of the Moon

> The cliffs in this narrow valley are carved with huge faces of strange beings. These carvings are about 100' tall. They are very old, quite scarred and weather-beaten. Scattered about the floor of the valley are bones. Some of these are the bones of animals, but others are the bones of humans, dwarves, and elves.

Christopher Lerch (Order - 29450784)

The Well of the Moon is located in a large cave at the far end of the valley. Players exploring that end of the valley may find the cave easily. However, living in the cave is an old red dragon (AC -1; HD 13; hp 70; #AT 3 + breath weapon; D 1-8/1-8/4-32; MV 90'/240'; Save F13; ML 10; AL C) who guards the well. The dragon can speak and knows the following spells:

First Level: charm person, magic missile (x2)
Second Level: detect invisible, ESP, invisibility
Third Level: dispel magic, haste, lightning bolt

The dragon guards the Well of the Moon and will attack any creature who approaches the Well. The Well is its treasure and has several special properties:

1. Any player who drinks once from the well once is healed of all wounds and cured of all diseases (normal and magical). If a player drinks from the well twice, he contracts lycanthropy as if he had been bitten by a lycanthrope.
2. Any gem dipped in the well doubles in value 50% of the time and halves 50% of the time. This effect works only once per gem.
3. Sinking any dead character in the water brings him back to life. This works only once per player. If it is tried a second time for the same player, the body dissolves.
4. On nights of the full moon, a ladder of moonbeams forms between the well and the moon. This ladder may be climbed in one night. It leads to the Kingdom of the Moon. You must create this kingdom. If you do not want the players to go to the moon, you may ignore this power.
5. If a flask of water is poured on barren ground, green plants begin to grow from the spot. This growth spreads slowly, and in a week will cover a ½ mile radius circle. At this point the spreading halts. The green area will remain forever. If the water is poured on an already green area, the exact opposite occurs—the land becomes blighted and dead.

Except for keeping its fifth power, the water becomes normal drinking water when taken from the well.

If a rock is thrown into the well, the water shoots forth to the ceiling of the cave, spraying everyone in the cave. Throwing a rock into the well has no other effect.

8. The Choice

> This valley narrows slowly. In the distance many white objects lie scattered against a field of yellow-green flowers. These objects appear to be rocks. A closer look shows that the white objects are statues. Finally, an even closer look reveals that the statues are of men and creatures. They are cast in amazingly fine detail and in lifelike poses. Some bear expressions of pain, some joy, others are twisted in fear, and others calm. Behind the statues are two cave mouths. One entrance is carved in the likeness of a great sea creature's gaping mouth. The other is framed with beckoning hands. No sound or smell comes from either entrance.

The cave framed by the sea serpent's mouth leads to the exit from the pass. The other cave leads to two medusas (AC 8; HD 4; hp 23, 18; #AT 1 + special; D 1-6 + poison; MV 30'; Save F4; ML 8; AL C). The two are hiding 100 yards back in the cave. When the players advance up the cave, the medusa that has more hit points hides in a small nook ahead of the other. This nook is very well-hidden, and players can find it only if they state they are searching for secret doors. This medusa remains hidden until the players pass by and encounter its partner. When the party does so, the hidden medusa jumps out of its hiding place with a horrid screech, trying to draw attention. Any player who turns to see what the noise is meets the gaze of this medusa unless he states at once that he is taking precautions (before knowing what is there).

The medusas have only a small treasure, 4000 gp and a **wand of trap detection**, hidden in the nook in which the stronger medusa waited in ambush.

9. The Great Exit

> The tunnel slopes down, slowly at first, and then becomes steeper and steeper. Soon a small point of daylight appears. The lines of a barred gate blocking the exit come into view. The gate is large and very sturdy looking. A heavy iron rod bars its other side. Attached to this bar is a chain that goes through a small hole in the ceiling. On the left side of the tunnel is a funnel set into the rock.

The gate cannot be opened until the bar is lifted, and no character with less than giant strength can lift the bar. The chain leads to a small open platform on the mountainside directly over the tunnel. On this platform are a cloud giant (AC 4; HD 12 +3; hp 60; #AT 1; D 6-36; MV 120'; Save F12; ML 10; AL N), wearing an **amulet vs. crystal ball and ESP** and Focquet, a fighter (AC 0; F8; hp 40; #AT 1; D 1-8 +2; MV 40'; Save F8; ML 9; AL C) armed with a **sword +2** and wearing **plate mail armor +1**. He also has a **ring of regeneration**. Focquet is the second-in-command to the cloud giant. (If Focquet was slain at Encounter Area 3, he will not be present at this encounter.) Because of his keen sense of smell, the giant knows the players are at the gate. Beside him is a speaking tube. Through this, he asks the players for the password ("Victory to the Master"). If they know the password or want to attempt a guess, they may shout an answer into the speaking tube funnel. If the password is correct, the giant pulls on the chain and raises the bar. The players may pass and will not be bothered.

If the players do not answer or guess wrong, the giant sends Focquet to investigate. The fighter climbs down to the tunnel mouth and inspects the players. He demands to know who the players are and what their business is. If he finds out, he returns to the giant. The gate is not opened and the players are ignored. If the players kill Focquet when he presents himself, the giant can tell what happened without showing himself because of his keen hearing. After Focquet is dead, the giant offers a deal. He will let the players through the gate in return for payment. Decide the amount of payment based on what the players have. If the players agree, the giant opens the gate and lets them through. To make sure of payment, he lifts a boulder (D 3-18), ready to throw if the players try to cheat him. If the players try to do so or seem hostile or dangerous, the giant throws the boulder, then leaps into the midst of the party, striking with his club.

Any player who has giant strength may open the gate. However, unless the players keep the chain taut, the giant knows what they are doing. He and Focquet leave their post and attack.

Hidden under a boulder beside the giant's post is his treasure of 2000 ep, a **potion of diminution**, a **sword+1**, and a scroll of **protection from undead**. It requires one turn and a combined character strength of 30 points to move the boulder aside.

Christopher Lerch (Order - 29450784)

PART 3: HULE

After the players have crossed the Great Pass, they enter the land of Hule. The following section describes the land, the government, and customs of the country. Because of the different customs and beliefs of this land, you should read this section carefully. Also, allow the players to learn some of this information (the dangers for clerics and magic-users, for example) before the players arrive at any town. Let them talk with travellers and peasants soon after they cross the Great Pass.

General Description

The land of Hule (also called the Sanctified Land) is a large country located beyond the Black Mountains. It stretches from the edge of the Black Mountains to the Risilvar Escarpment in the south and the Dravish Steppes in the West. Most of the country is farmland. In the center of the country is the sacred forest Niwhelm. Beyond this forest is Lake Tros, also known as the Lake of the Deeps. The population of the country is a mix of humans and non-humans, mainly orcs, gnolls, bugbears, kobolds, and ogres. All these groups seem to live and work together to some degree, although they often feud and raid one another. The farmland is dotted with small villages and farming communities. These are very small and simple, and not interesting to the players. Any information peasants can give is only rumors or guesses. These villages are not located on the map. However, marked on the map are the locations of several larger towns. Bustling centers of trade, these towns have all the services adventurers need, including information.

Society. Hule is a hagiarchy, a government run by "holy men" and clergy. Only humans are active in the government, although the non-humans may act as advisors to a high official. The rulers are people of greater-than-normal religious faith, from all walks of life. They lead lives that are the supreme examples of their religious teachings. A person does not have to be a cleric to be powerful in the government; any person who is shown to be specially favored by a god or goddess may rule.

The rulers of the country are Chaotic and serve Chaotic gods. Most of the common people living in the country are Chaotic or Neutral in alignment.

The people of the country are divided into different classes. Each class is given more respect and better treatment than those under it. The classes (in order from most to least important) are:

Holy Men
Diviners
Hermits
Prophets
Clergy
Commoners

The Diviners are similar to police. They travel the country freely, often in disguise. When not in disguise, Diviners wear uniforms that consist of a red robe, a black leather mask, a mace, and an amulet of crystal. These officials have two important duties. First, they search for criminals. Criminals include not only murderers and thieves, but people who have "wrong thoughts." Wrong thoughts are considered to be those against the state religion or those which cast doubt on the "miracles" of the holy men. All clerics who do not belong to the state religion are "wrong thinkers." All people who believe in no god or goddess are "wrong thinkers." All magic-users are "wrong thinkers," except those working for the Diviners of the clergy. The second duty of the Diviner is to find worthy candidates for government service. If they find a particularly holy person, they bring him before the leaders of Hule for testing. Because the Diviners are both dangerous and rewarding, the common people both fear and respect them greatly.

Hermits are those people who claim to have had a vision from a god or goddess that instructs them to live alone in the wild. Hermits may live under all manner of conditions—sleeping on thorn beds, living with beasts, or eating no meat. As a custom, they do not shave or cut their hair. Peasants often seek out hermits for guidance.

Prophets travel the countryside. They are not officials of the government, but are recognized for their great wisdom and judgment. They act as judges in important cases that the local authorities cannot solve. Although they have no power, their judgments are almost always accepted. However, like the common people, they can be arrested or rewarded by the Diviners. As a custom of the land, all prophets travel with a dog and a young boy who carries a lamp.

Clerics operate the local temples and shrines. It is their duty to guide and instruct the people. They naturally try to bring out "holiness" in a person and prepare people so that they may be selected by the Diviners. All clergy have normal clerical abilities as regards spells and fighting. They too can be arrested or rewarded by the Diviners.

Most commoners follow the religion of the leaders. These commoners may be farmers, soldiers, merchants or craftsmen. They normally live peaceful lives and most strive towards greater "holiness." Almost all are Chaotic in alignment. A smaller number of people are either Neutral or Lawful. These people are normally laborers, servants, or foreign traders. They are looked down upon, but are considered necessary. A few, more vocal than the rest, are treated as outlaws or traitors by the society. These include clerics of other religions, most magic-users, and simple bandits.

The non-humans do not fit into this class system. Each tribe of creatures considers itself to be an independent group, not responsible to anyone else. However, because the humans are so many and well-organized, nearly all the non-human tribes have allied with the government.

Customs. In most ways, the people of Hule are like all others. They work for a living, eat, sleep, and have entertainments like all other people. The following customs will help you to describe the country and the people:

Religious services are held every night. Peasants usually attend these twice a week.

Once a week, the local cleric leads a procession through the town or village, searching for signs of local "miracles"—events beyond the power of all known magic. These processions are usually small celebrations that involve drinking, dancing and music. If a "miracle" is found, a court is held to determine the truth of the "miracle."

All animals, except dangerous ones, are treated with respect. The peasants are never sure when an animal might be a holy man in a miraculous disguise.

Christopher Lerch (Order - 29450784)

"Wrong thinkers" can be sentenced to "instruction." Instruction means the person is given to someone to be trained in the right ways of thought. Such training is normally hard labor. Any person convicted of a crime other than "wrong thinking" can be declared innocent if he can show that his actions were directed by a god or goddess. Likewise, any person can be declared guilty or innocent if the judge has a vision from a god or goddess.

Evil non-humans are treated with care and respect, out of fear. The peasants never know when a tribe might make a raid and do not want to provoke the non-humans.

Non-human characters (dwarves, elves, and halflings) are very rare and are objects of curiosity to the humans of Hule. The evil non-humans will instantly dislike them, of course.

The Temple of Death. The Temple of Death is the capital of Hule. It lies away from the cities, and people seldom visit it. From here the Master watches over his country and the progress of the war. His desires are made known to the people by the Diviners or other messengers. If the players ask about the Temple of Death, the people will not know what they are talking about. They call the temple Greatrealm. If the players ask for directions, they get only vague answers that it lies to the west on the shores of Lake Tros.

The War. If asked about the war, the people say they support it. The troops have gone to fight non-believers and false holy men. The war has also removed some of the dangerous non-humans and in the long run will make their lives safer. Few people can speak out against the war safely.

Random Encounters for the Land of Hule

While the players travel through the lands and towns of Hule, use the following random encounter table. Since the area is populated, this table does not present the only people the players may meet, but only those encounters that are important. The players also meet peasants working their fields, travelling the roads, or doing other normal things.

Make encounter checks twice a day. The chance for an encounter is 1-2 on 1d8. If an encounter occurs while the characters are in town, roll 1d20 and find the proper listing below. If the encounter occurs outside town, roll 1d10 and 1d6 to get a number from 1-30. The d6 will tell whether the number is in the one, ten or twenty range (1-2 = 1-10, 3-4 = 11-20, 5-6 = 21-30). The number rolled is then found on the same table below.

Die Roll	Encounter
1-2	**Clerics**. NA 1-8 (AC 4; C2-8; #AT 1; D 1-6; MV 120'; Save C2-8; ML 9; AL C). These are local clerics going about their duties. They do not bother the players unless they are attacked or see the players do something against the law. They fight and use their spells intelligently.
3-8	**Commoners**. NA 2-20 (AC 9; HD ½; hp 3; #AT 1; D 1-2; MV 120'; Save NM; ML 6; AL C or N). If you wish, you may ignore this encounter.
9	**Devil Swine***. NA 1-2 (AC 3(9); HD 9; hp 43; #AT 1; D 2-12 or by weapon; MV 180' or 120'; Save F9; party, claiming to be heading in the same direction. After joining, they try to charm the entire party.
10-11	**Diviners**. NA 2-12 (AC 6; F 4; hp 23; #AT 1; D 1-6; MV 120'; Save F4; ML 9; AL C). These men roam the countryside searching for wrong thoughts or exceptional holiness. If they find out that any of the players are magic-users or clerics of another religion, they arrest the character.
12	**Kobolds**. NA 2-8 (AC 7; HD ½; hp 2; #AT 1; D 1-4; MV 60'; Save NM; ML 5; AL C). These creatures work as servants to the humans in the town.
13	**Wererats***. NA 1-4 (AC 7(9); HD 3; hp 18; #AT 1; D 1-4 or by weapon; MV 120'; Save F3; ML 8; AL C). If encountered in a town, these creatures are in human form, posing as commoners.
14	**Mujina**. NA 1 (AC 4; HD 8; hp 36; #AT 2 + special; D 1-6/1-6 or by weapon; MV 120'; Save F8; ML 9; AL C; see end of module). This creature will try to join the party.
15	**Prophet**. NA 1 (AC 9; C1; hp 4; #AT 1; D 1-6; MV 120'; Save C1; ML 10; AL C). A prophet will identify the players' purpose and give some vague idea as to their success or failure. Base this prophecy on the success or failure. Base this prophecy on the success of the players so far, and what you think their future chances will be. The prophet does not reveal the characters to the Diviners, considering the characters' actions to be in the hands of the gods.
16-17	**Soldiers**. NA 3-30 (AC 7; HD 1; hp 5; #AT 1; D 1-8; MV 120'; Save NM; ML 7; AL C or N). These men will try to force the players to join the Master's army and fight in the war.
18-20	**Merchants**. NA 1-4 (AC 9; HD ½; hp 2; #AT 1; D 1-4; MV 120'; Save NM; ML 5; AL N). In town the merchants will travel with a wagon of assorted goods.
21	**Black Bears**. NA 1-2 (AC 6; HD 4; hp 22; #AT 3; D 1-3/1-3/1-6; MV 120'; Save F2; ML 7; AL N).
22	**Bugbears**. NA 2-20 (AC 5; HD 3+1; hp 15; #AT 1; D 2-8; MV 90'; Save F2; ML 8; AL C).
23	**Gnolls**. NA 3-30 (AC 9; HD 2; hp 10; #AT 1; D 2-8; MV 90'; Save F2; ML 8; AL C).
24	**Hermit**. NA 1 (AC 9; HD ½; hp 4; #AT 1; D 1-4; MV 120'; Save NM; ML 9; AL C). A hermit can give useful answers to questions about the surrounding area. He wants nothing in exchange.
25	**Wereboars***. NA 1-6 (AC 4(9); HD 4+1; hp 26; #AT 1; D 2-12; MV 150'; Save F4; ML 9; AL C). If encountered in their human form (your decision), these creatures attempt to join the party and lead them into a trap. To do so, there may be other wereboars in the area.
26	**Ogres**. NA 2-8 (AC 5; HD 4+1; hp 25; #AT 1; D 1-10; MV 90'; Save F4; ML 10; AL C).
27	**Orcs**. NA 10-60 (AC 6; HD 1; hp 5; #AT 1; D 1-6; MV 120'; Save F1; ML 8; AL C). These bands are members of a tribe on a hunting expedition or moving to a new territory.
28	**Outlaws**. NA 2-20 (AC 4; F3; hp 15; #AT 1; D 1-8; MV 120'; Save F3; ML 8; AL L). If more than 10 outlaws are encountered, a 5th level cleric is with them. The outlaws may travel with the players for one day and then leave.
29	**Pixies**. NA 3-18 (AC 3; HD 1; hp 4; #AT 1; D 1-4; MV 90'/180'; Save E1; ML 7; AL N; invisible).
30	**Trolls**. NA 2-8 (AC 4; HD 6+3; hp 40; #AT 3; D 1-6/1-6/1-10; MV 120'; Save F6; ML 10(8); AL C).

Christopher Lerch (Order - 29450784)

Encounters in Magden

The first town that the players enter is Magden, no matter which town on the map the players enter. Once the players have arrived at this town, you may wish to write the name "Magden" next to that town. This will help you remember where it is located for future adventures. At the back of the module is a street map that notes the location of the streets, alleys, and important buildings in Magden. The following key is to be used with this map.

Magden contains about 4000 inhabitants, including women and children. It is located on the steep bank of a river and is relatively safe from flooding. Surrounding the town is a 20′ high wall to protect it from the attacks of non-humans. At points on the wall are 30′ high towers, manned by 2-4 guardsmen (AC 6; HD 1; hp 4; #AT 1; D 1-8; MV 120′; Save NM; ML 7; AL C or N).

The town contains a close collection of houses and narrow, muddy lanes. Most of the buildings are two-story, half-timbered buildings roofed with thick thatch. A few of the more prosperous buildings have tile roofs. A number of mud and thatch shacks lie on the outer edges of the town. Scattered throughout are small courtyards closed off by 6′ high stone walls. The courtyards contain gardens, chickens, pigs, and occasionally a cow. Refuse is dumped in the street or thrown into the river.

Magden is a market town. The local villages and farms bring their produce to Magden to be shipped downriver. The merchants of Magden sell the peasants manufactured items not available in their villages. These include fine cloths, metal items, glass, pottery, spices, salt, and rare goods. Many people gather in the town to enjoy entertainments such as puppet shows, plays, acrobats, jugglers, musicians, and fire-eaters. Once a week merchants and peasants gather at a market fair to sell goods. These fairs are noisy, colorful holidays. When the players arrive, a market fair will be underway.

Six locations on the town map are marked by letters. The letter "S" notes the location of a smith able to repair the players' equipment and supply them with new weapons and armor. The smith takes 1-8 days to repair or prepare each item the players want; if, for example, the players order three items, the time required will be from 3-24 days. You may adjust the amount of time required if you do not want the players in town for a great length of time. While in town, the players may rest and gather information.

The letter "T" indicates the location of a tavern. Each tavern provides rooms, food, and drink. The taverns are mostly quiet places. Only humans or human-appearing beings are at the taverns. No matter what tavern the players choose, use the adventure and map for "A Night In Town."

1. The Diviners' Court

This building is actually a small fortress. It rests on a small rise, slightly above the rest of the town. Two sides face out over the river and have walls 40′ high. Only a few windows line the tops of these walls. The other sides are protected by curtain walls, each standing 30′ high. The building has one main gate and a smaller door in one side that opens directly onto the river. Only Diviners, their prisoners, or those chosen for testing are allowed to enter. All must be accompanied by a Diviner. To pass each gate, a password must be given. If the wrong password is given, 2-12 Diviners (AC 4; F1-4; #AT 1; D 1-6; MV 120′; Save F1-4; ML 10; AL C) come out and arrest the person. This discourages unwanted visitors.

Inside the building are barracks, cells, inquisition chambers, hearing rooms, execution rooms, guest rooms for the chosen, and records of the Diviners. Secret tunnels (known only to the Diviners) connect this building to the Temple. No interior map is provided of this building since players are not expected to explore the building.

2. The Temple

This low, one-story building is partially surrounded by a 10′ high wall. The one gate in the wall leads to a small garden area and the entrance to the temple building. This building is simply built, but is made of fine materials. The temple is open at all times and 2-8 clerics (AC 9; C1-10; #AT 1; D 1-6; MV 120′; Save C1-10; ML 9; AL C; 1-6 usable magic items chosen at random) are always present. They are friendly (unless the players are hostile or openly of another religion) and answer questions to the best of their ability. They know the location of the main temple in Hule (the Master's base), but if players ask where to find "the Temple of Death," the clerics become suspicious and inform the Diviners about the players. If the clerics are attacked, the Diviners (who always have someone watching the temple through the secret passages) come to their aid. The clerics do not know about these secret passages.

3. The Shrine of Hosadus

A 15′ high stone wall surrounds this compound. The one entrance has no gate and is never closed. Inside is a small garden and a roofed shrine. The building is open on two sides and contains a small altar and several old panels painted with scenes. Small bowls containing offerings sit in front of the altar.

This shrine honors the holy man Hosadus. Although the players do not know it, Hosadus is the master. If the players examine the shrine, they may learn several useful facts. The statue on the altar is of a badly scarred young man. In one hand he holds a mace set with small bits of mirror (to represent a magical weapon). The other hand clutches a bat by its feet. Around the base of the statue are carved Hosadus's name and a date. This date is about 400 years in the past.

The painted panels show scenes from the life of Hosadus. The first panel shows his birth—a baby is lifted above a smoking cleft by a clawed hand while two humans watch. The second panel shows a handsome young boy battling a shining dragon creature. The third panel shows the same youth, badly wounded, tended by several evil-looking beings. One creature holds a book the boy is reading. The fourth panel shows the boy, now scarred, using spells to defeat a group of non-human creatures. The fifth panel shows the construction of a great palace. The workers are demonic creatures who lift great blocks of stone. The next panel shows the same palace, now complete. Two large statues stand to either side of the entrance. They are the same as the creatures shown building the palace in the previous panel. On a tower above the door stands Hosadus in a cloud of bats. The eighth panel shows him much older, standing in the prow of a boat, casting a collar about the neck of a great water beast. In the background are a swamp, a forest, and the palace. The final panel shows Hosadus, old and withered, leaning on a staff, standing before a misty doorway. Vague shadowy shapes stand in the fog.

Do not explain these panels to the players; describe them as given above. If the players ask any of the townspeople about the shrine, tell conflicting stories about Hosadus and his life. If the players ask the clerics, tell them how Hosadus is a supreme example of holiness and how all should model their lives after him. Neither the townspeople or the clerics know that Hosadus is the Master. (For more information on the Master, see page 25.)

4. The Hideout

Located on a small, dank alley, is a small, dank house. Although the townspeople know the house as the house of Canopa the Boatman, it is actually a thieves' hideout. Canopa is a 10th level thief (AC 5; T10; hp 28; #AT 1; D 1-8 +2; MV 120′; Save T10; ML 8; AL C; normal thieving abilities). He has a **sword +2, intelligence 8, find shifting walls and rooms, find traps, ego 5**; **leather**

Christopher Lerch (Order #29450784)

armor +1; a **ring of protection +1**; a **potion of gaseous form**: and a scroll of **ESP**, **infravision**, and **water breathing**. He also has five 3rd level thieves (AC 7; T3; hp 10, 9, 8, 7, 5; #AT 1; D 1-8; MV 120'; Save T3; ML 7; AL C; normal thieving abilities) working under him. Of these, the thief with the greatest hit points has a **potion of speed**. These thieves pose as workers on his boat and stay at his hideout.

The hideout is a two-story building. Inside and out it seems to be a normal house where Canopa, his family, and his workers live. However, throughout the house narrow secret passages in the walls allow for quick escapes. A secret sub-basement serves as a planning room. Passages lead from the basement to the street and several of the nearby courtyards.

Obviously, no one else in town knows about the hideout. To find the place, the players must either trail a thief there or be taken there (which is not likely to happen). If the players manage to talk to Canopa, he can give them directions to the Temple of Death. He also knows that the master is Hosadus. He gives this information only for something in return. If the players do meet with him, Canopa sizes them up carefully. Unless the players take special precautions to prevent theft and let Canopa know they have, he tries to steal everything he can from them just before they leave town. He also gives the party information that he hopes will lead them to their deaths. He does not care for others knowing his secrets.

Canopa will use whatever means necessary to gain the party's confidence. If he learns or suspects the objective of the players, he poses as a neutral in favor of their actions. Canopa is an extremely dangerous man to deal with.

5. The Marketplace

This large, open area is the market square of Magden. Although the area has no buildings or permanent constructions, it does contain a great number of stalls, booths and piles of produce. Sometime during the stay of the players there should be a market day. This is best done on the day the players arrive in town or on the day after. On market day, the marketplace is a bustling center of activity, filled with mounds of vegetables, squawking geese, small boys dashing about, pigpens, horses, townswomen, shouting merchants, beggars, and acrobats. The players will have little difficulty buying any common item they need, but they will not find weapons or armor.

In one corner of the market is a travelling puppet theater. Gathered around it are many children, young men and women, and elderly people, eagerly watching. Simple laughter mixes with the squeaky puppet voices as the story is told. If any player watches this puppet show, he may learn some useful information. The puppets are acting a humorous morality lesson. One puppet is called the Raiser of Greatrealm. The puppet is hooded and masked and is made from bits of black leather and tin. If the players have seen the Master before, they will identify this puppet as the Master. The other puppet is a huge bronzed man. The Raiser of Greatrealm says, "For passing through my realm, I order you to attend on me at my home, Greatrealm."

The bronzed giant replies, "What, little man, I'll not serve you in one hundred years! Nor will I go to your temple of death!"

"Then so shall the length of your service be!" The two puppets fight and then there is a crash of a tambourine and a puff of smoke. The bronze giant puppet stands still. "Now go to Greatrealm beyond the Dark Wood, on the shore of Lake Tros. There shall you serve me for one hundred years."

"I will obey you, my master." The giant then drops out of sight.

The giant is meant to represent the storm giant (Encounter Area C3) controlled by the Master. The directions give the players a general idea of where the Temple of Death may be found.

While any character is watching the puppet show, Matera, a female 6th level thief (AC 6 from Dexterity; T6; hp 15; #AT 1; D 1-8; MV 120'; Save T6; ML 7; AL C; pick pocket 45%; normal thief abilities), attempts to lift anything she can from the players. If discovered, she first tries to bluff her way out of the situation. If this fails she flees. Although not a member of Canopa's hideout, she has managed to learn its location and will go there, hoping for help. She carries a 1000 gp gem.

If the players attract too much attention in their questioning of Matera (drawing weapons, shouting "Stop, thief," etc.), six Diviners (AC 4; F4; hp 20 each; #AT 1; D 1-6; MV 120'; Save F4; ML 9; AL C) will approach the party. They will take everyone involved to the Diviner's Court. If they should discover that any of the players have "wrong thoughts," the Diviners will deal with those players appropriately. You may want to remind players that they do not want to attract attention to themselves.

Special Encounters For The Town Of Magden

This section gives the details for two special encounters in the town of Magden. All the encounters are set in or around the tavern where the player characters are. It does not matter at which tavern the players choose to stay: whatever tavern they choose will be used as the setting for these encounters. If after an encounter, the party decides to change taverns, the remaining encounter (if you decide to use it) simply occurs at the new location. If the players should leave Magden before both encounters have been used, use the other whenever the characters stay at a tavern or an inn and the situation seems appropriate. You may use these encounters in either order.

Christopher Lerch (Order - 29450784)

A. A Night in Town

When the players arrive, the tavern seems busy. In front of the building, a small merchant caravan is arranging to put up its animals and secure its goods. Two merchants are busily greasing the wheel of a wagon that sits almost in front of the main door. The leader is haggling with the tavern keeper over the costs of everything, holding up and pointing to goods he will trade for lodging. Inside, several of the merchants and drivers have settled themselves around tables. They seem to be ready to start a long meal. Apprentices and spitboys hustle about serving platters of smoking meats and bowls of soup. After about five minutes of waiting, the tavern-keeper (AC 9; HD 1-1; hp 4; #AT 1; D 1-4; MV 120′; Save NM; ML 7; AL N) is able to attend to the party. If the players ask for a room, he replies that there is only one available, but that it should be large enough for the entire group. He offers to arrange for extra bedding and hammocks. He explains that tomorrow more rooms will be available, since the merchants will have gone by then. He also explains that the players are not likely to find a room anywhere else in town.

If the players do not want to accept the offer, the landlord throws some small extra into the deal — a little free wine or a few coins off the rate. If the players still do not accept, he shrugs and leave. Those who check elsewhere find tavern prices raised unreasonably high. The town seems to be very busy.

The room the players finally get seems like a decent one. Its two small windows are shuttered and heavily barred. The door has a sturdy lock and cannot be locked or barred from the outside. The players can find no secret doors or trapdoors in the room. They do find adequate bedding, even if the room is a little cramped. However, if any thief examines the lock on the door (and makes a successful Open Locks roll), he notices that a secret catch allows the door to be opened from the outside.

If the players eat or drink in the tavern that night, the landlord secretly drugs their food. Make a secret saving throw vs. Poison for each player. All players who fail to save eventually feel sleepy and tired. If such a player tries to stay on watch, he falls asleep. At about two in the morning, the landlord opens the door and lets five gnolls (AC 5; HD 2; hp 12 each each; #AT 1; D 2-8; MV 30′; Save F2; ML 8; AL C) into the room. If all the players are asleep, the gnolls gag and bind them one at a time. If only one or two of the players are awake, the gnolls attack as silently as possible. If more are awake, the gnolls flee. If the players are captured, the gnolls carry them out of town into the countryside. There they join a band of 15 more gnolls (same statistics as above) in a small wood. The players will have been stripped of all their gear. Here the gnolls make the mistake of untying and ungagging the players to see and hear their agonies. The players have 30 minutes to make their escape after this. If they do not, the gnolls kill them. If the players defeat the first five gnolls, they find 50 gp. If the players defeat the entire band, they will find 200 gp.

The tavern-keeper has been working with the gnolls for almost a year. His part of the deal is to supply the gnolls with suitable victims, in return for which they leave him, his tavern, the town, and possibly travellers on the nearby roads alone. If the players capture him, he quickly confesses and then pleads that divine inspiration guided him to this method of protecting himself and his fellow townspeople. If the players turn him over to the Diviners, they will hear his case and pronounce him innocent, but forbid him to continue his practice. If the players dispose of him, there will be an investigation, so the players should be discreet. If captured by the Diviners, the players will be treated as explained in "The Marketplace."

2. Suspicious Diviners

This encounter should begin when the characters are in the common room of the tavern. While they are sitting at their table eating or drinking, they are approached by a grizzled man, apparently a traveller. He seems to want to swap stories and gossip. If the party does not reject him, he tells about his travels, revealing little in particular about where he has been or what he does. At the same time he asks questions of the players, very carefully and casually, about where they have been, what they have seen, where they are going, and what they are doing in this area. He seems most interested in knowing what the players have seen on their journeys. He does not press on any of these points.

The man is actually a Diviner (AC 7; C7; hp 30; #AT 1; D 1-6+3; MV 40′; Save C7; ML 9; AL C) in disguise. He is wearing leather armor under his clothing and has **gauntlets of ogre power** and a **medallion of ESP, 30′ radius**. He has the following spells memorized:

First Level: detect evil, detect magic
Second Level: know alignment, hold person
Third Level: locate object, curse
Fourth Level: sticks to snakes
Fifth Level: dispel evil

If the players have been watchful, they will notice that the man has been talking to several other travellers in the tavern. If they have been very watchful, they will have noticed that the man, although he acts drunk, has not been drinking. The Master has warned the Diviners to be on the lookout for strangers. If the characters were observed through the **amulet of finding** in **X4, Master of the Desert Nomads**, the Diviners will also have a good description of them. By questioning the players about where they have been and where they are headed, the Diviner hopes to pick up revealing thoughts with his medallion. After learning what he can, the Diviner leaves the table. Soon, he slips out of the tavern.

If the Diviner has learned what he needs to know, he runs at once to the Diviners' Court. In three turns he returns with eight other Diviners (AC 2; F3; hp 15 each; #AT 1; D 1-8; MV 40′; Save F3; ML 9; AL C). These men are dressed in armor and enter with weapons drawn. The spy points out the players immediately and the Diviners move to arrest them. They will not stop at killing. If any players are captured, they are held in the cells of the Diviners' Court. Clerics and magic-users are bound so they cannot cast spells. After a week, the prisoners are sent downriver to Great-realm. There the Master questions and executes them.

If the players leave the tavern before the Diviners arrive and leave town at once, nothing happens to them. If they fight the Diviners and escape the tavern, they find 10 guards (AC 7; HD 1 -1; hp 5 each; #AT 1; D 1-10; MV 120′; Save NM; ML 8; AL C) armed with polearms at each gate. The guards try to prevent the players from escaping. If the players hide elsewhere in town, there is an 80% chance that they will be found that day by Diviner patrols (use the same statistics given above). After one day of searching, the Diviners quit, although townspeople and guards will be on the lookout for the players.

Christopher Lerch (Order - 29450784)

PART 4: THE DARK WOOD

By the time the players leave the town of Magden, they should have some sense of the way to the Temple of Death. If they do not, either because of mistakes on their own part or bad luck, they encounter a prophet. This prophet knows the group's purpose without being told. He tells the players the general course to take. He answers no questions and will not stay with the group. His instructions should include the direction to travel through the Dark Wood.

General Description

The local people fear this large forest. Humans do not live in it and many of the evil non-humans avoid it. If you wish, you may tell the players wild and obviously untrue stories about what will happen to them if they enter the wood or what wonders might be found there. The one fact that players learn from the locals is that the Dark Wood is used to test candidates for the government.

The most common trees of the forest are oak and aspen. The underbrush in this forest is very thick. Thorn bushes abound. Players move through the woods at half their normal daily movement rate. Beings who live in the wood move normally. Animals found in the wood include bears, boars, deer, small game, owls, crows, ravens, toads, and bats. Players have the sense that these creatures watch them as they travel.

The river becomes enchanted when it enters the wood. Each time a player drinks the water, he must save vs. Spells. Whether or not he saves, the player notices nothing different. If the character fails four saving throws, he is transformed into a boar or a deer. He has no memory of his past and takes on all the statistics (except hp) of the new creature. Obviously, the transformed player fears the rest of the party and will attempt to run off into the woods. The four failed saving throws required for the transformation need not be consecutive. A player could drink five times, saving on the third drink, and still be transformed. A **remove curse** restores a transformed player.

There are no random encounters in the Dark Wood.

Special Encounters for The Dark Wood

You may use the following encounters while the players cross the Dark Wood. No encounter has a set location, and, except for the first encounter, no set order. You may choose to use some, all, or none of the encounters given here.

1. The Golden Cenotaph

This encounter should occur before the characters actually enter the wood. Read the following section to the players as soon as they come in sight of the wood.

> The forest has shown no sign of settlement for several days, and even animals have become scarce. Now, ahead a dark line of trees stretches for miles in both directions. Somehow they seem gloomy and dangerous. As the sun shifts in the sky a bit, a golden gleam of light flashes on the edge of the forest. A careful view reveals an obelisk standing in front of the forest. The large pillar seems to shine with a golden light.

As the players get closer, they are able to see that the obelisk stands about 100 yards from the edge of the wood. Nothing is around it and no creatures are in sight. The obelisk appears to be made of stone. It has no openings or secret doors.

Players may draw near the obelisk and examine it without harm. The stone appears to be normal marble. The obelisk radiates magic, but not evil. If players touch the obelisk, a golden beam of light from its top shoots into the sky. Nothing else happens immediately. Over the next three turns, the sky grows cloudy in a 3 mile radius around the obelisk. The clouds are black thunderheads. At the end of the three turns (during which the players may be testing the obelisk in different ways) a single stroke of lightning slashes out of the clouds and blasts the face of the obelisk, crackling and leaping about it for a full three rounds. Any player within 5′ of the obelisk suffers 6-36 points of electrical damage each round he stays in the radius. After three rounds the lightning disappears and the clouds begin to break up. Where the lightning hit, glowing red letters appear, written in a language the players do not understand:

On the shores of the lake
Lies one with a power
That men sought to break
From his strong-built tower.

So seeking one master,
They found yet another.
Triumphed o'er the lesser
Yet lost to the other.

Like brother, still not so,
Alive and yet dead,
The man, one, as two goes
With all things dread.

For those who have entered
Through this wood beyond
No faith so well tendered
Could shatter the bond.

The inscription refers to the Master in his temple at Greatrealm. For more information on the Master see page 25.

The writing on the obelisk fades in 10 minutes. The obelisk is smooth again. If the players do not have a way to translate the writing at once, they may copy it down (if one of the players thinks to do so). However, because copying the letters is difficult, 1-3 of the lines (choose the lines you want) will be nonsense. The writing on the obelisk appears only once. If any player touches the stone again, nothing happens.

2. The Black Altar

> A thick stand of thorn bushes blocks the cleared path, leaving a rougher, more untravelled road. Suddenly the underbrush clears and the trees stop. A large clearing lies ahead. In the center of the clearing, about 50′ away, stands a 6′ high stone. It seems to be flat and polished. It glistens in black oily colors in the sunlight.

The stone is an ancient altar to some forgotten religion. Players will not be able to identify the material from which the altar is made. Touching the altar has no effect. It does not radiate magic or evil

Christopher Lerch (Order - 29450784)

and nothing can be learned about it through a **commune** spell. The altar bears no markings or carvings.

The altar is actually a **magic jar** of Gallus the magic-user (M 10; ML 10; AL C). No statistics for hit points, armor class, movement, etc. are given since it is not possible to fight the magic-user in his own body. The magic-user has the following spells memorized and may use them if he controls a body:

First Level: charm person, magic missile (x2)
Second Level: detect invisible, invisibility, mirror image
Third Level: fly, haste, lightning bolt
Fourth Level: confusion, polymorph self, polymorph others
Fifth Level: conjure elemental

As soon as the players sight the altar, the lead fighter must save vs. Spells. If he succeeds, nothing happens. If he fails to save, Gallus controls him. Immediately the player falls down as if struck by a great vision. After standing up, Gallus makes the player tell the others in the group that he saw a vision that this place holds a great evil.

Gallus's body has been buried under the altar for centuries. It is rotted and useless. If Gallus is forced into his original body, he dies. Gallus desperately wants a new strong body and so does nothing to raise suspicion. He will listen, learn who he is, who the other characters are, what they are doing, etc. At some future point he will leave the party, killing all who oppose him. Explain the situation to the player of the possessed character and allow him to play Gallus. The player absolutely cannot give hints to the other players about what has happened! You may overrule any action on the grounds that "that is not what he wants to do." Gallus will not travel with the party longer than is necessary: he has business elsewhere. If the player is still possessed when Gallus leaves, he should create a new character—his has been lost forever.

3. The Hounds

The encounter begins when the players hear the sound of a hunting horn in the distance. Shortly they can make out a faint baying sound coming from behind them. These noises repeat, slowly growing louder. After three hours, the players see creatures running through the underbrush towards them. The beasts look like hounds, although they are very pale and somewhat unusual. There are six of them. They are spectral hounds* (AC -2; HD 5; hp 30 each; #AT 1; D 2-12 + special; MV 150'; Save M5; ML 12; AL C). If the players stand and fight, the hounds attack. If the players escape the spectral hounds, they will not be disturbed for a time. However, since the hounds are excellent trackers, they reappear on the trail of the party every day just before sunset. This continues until the players slay the creatures, are slain by them, or escape them five times.

4. The Ship

> In a lightly forested area of the wood, a creaking and fluttering noise comes from the sky. Gradually the sound grows louder. Suddenly a shadow passes over the area and stops. What seems to be the keel of a small boat floats 50' above. A rope ladder unrolls from its side, dangling within reach.

The ship is a magical flying ship, owned by the Master. It is manned by 20 skeletons (AC 7; HD 1; hp 4; #AT 1; D 1-6; MV 20'; Save F1; ML 12; AL C). If any player climbs the rope ladder, he finds the skeletons busy trimming the sails, at the wheel, and maintaining the ship. They do not attack. If all the players climb up to the boat, the skeletons pull up the rope ladder and set sail.

If the players attack the ship while they are on the ground, the skeletons sail the ship away and do not return. The ship travels to the Temple of Death, docking at Area C19. The trip takes one day. During this time, the skeletons do not bother or even notice the players. They cannot be turned, but they will not attack; if attacked, they do not defend themselves. However, if 10 or more skeletons are destroyed, the players cannot control the ship. It starts to sink rapidly and then crashes. Each passenger takes 2-20 points of damage from the crash.

When the ship docks, the Master will be waiting for the players. Somehow he has learned of them and has sent his ship to collect the party. He will try to persuade the party to join him in his cause. If he cannot, he will try to destroy them.

Christopher Lerch (Order - 29450784)

PART 5: THE TEMPLE OF DEATH

General Description

The Temple of Death (known as Greatrealm to the people of Hule) is located not far from the shores of Lake Tros. It is built on the slope of a small valley. The temple is a number of buildings inside a walled compound. The land around the temple is surrounded by fields. Workers wearing yellow and white robes tend these fields. If the players take reasonable care, they can watch the temple for several days without being discovered. Encourage this if at all possible.

A large path leads from the temple compound to the shore of the lake, which is out of sight of the temple. Lining this road area are statues of various deities and saints revered by the people of Hule. Just before the main entrance, on either side of the path, are six huge statues of dragonlike horses. These have yokes and harnesses and are made to look like they are pulling the temple. Adding to this appearance are eight large wheels carved on the outer walls, and a huge man standing on the roof of the Temple Gatehouse (Area C3). This man, apparently a statue, holds a chariot whip in one hand. The entire building complex gives the impression of a huge chariot.

Wide moats surround the buildings inside the compound. Water flows constantly from four fountains at the far end of the compound, falls over a 20′ high waterfall, and seems to flow out through a hidden drain at the other end. If players watch the activity of the temple, they see people throw things into the water, attracting something that lives in it.

The temple buildings are made from white stone. All the buildings are heavily decorated with statues, friezes, elaborate eaves, towers, banners, and paintings. Several of the buildings are two stories high. Rising from the first building are four thin towers, one at each corner. These towers have small minarets on the top and appear to be guard towers. The last building is a cluster of beehive-shaped towers. The center tower of this group rises above all the other buildings in the compound.

You should show the players the picture of the temple compound found on page 18 to help them visualize the arrangement and appearance of the buildings.

If the players take time to observe the temple, they see that there are certain regular activities and behaviors observed by the people there. The people of the temple are divided into four classes, each identified by the color of its robe: the initiates wear white robes, the masters yellow, the holy men purple, and the Diviners red. By observing, the players can tell the following facts about each group.

The initiates work in the fields and the first section of the compound (those buildings marked by an "A" on the map). They seem to be laborers and scribes who have little or no authority. Few people in white robes ever enter the second section of the temple (those buildings marked by a "B"). When they do, they are either accompanied by a master or a holy man. They sleep at night in the first section of the temple. The initiates appear to be the largest group.

The masters seem to work as supervisors of the initiates, both in the fields and in the temple. They are common in the first section of the temple and move freely about it. Some can be seen entering the second section, either alone or in the company of a holy man. Those that enter this section alone are always stopped by one of the guards before they are allowed to enter. They sleep in the first section of the temple.

The holy men are able to move freely through the first and second sections of the temple. They are not questioned by guards and are treated with great respect by others. Walking with them will sometimes be one or two masters and at rare times, a small group of initiates. They are able to enter the last section of the temple, but are stopped and questioned by the guards before they are allowed to pass through the gate. They apparently sleep in the second section of the temple.

The Diviners, in their red robes, appear everywhere in the temple compound. They act as guards at all the gates and randomly patrol the temple grounds. Neither the initiates nor the masters stop them or question them and the holy men only stop them occasionally. However, they, like the holy men, are stopped before being allowed to enter the third section of the temple. The Diviners are active both day and night, and it is not possible to tell where they sleep.

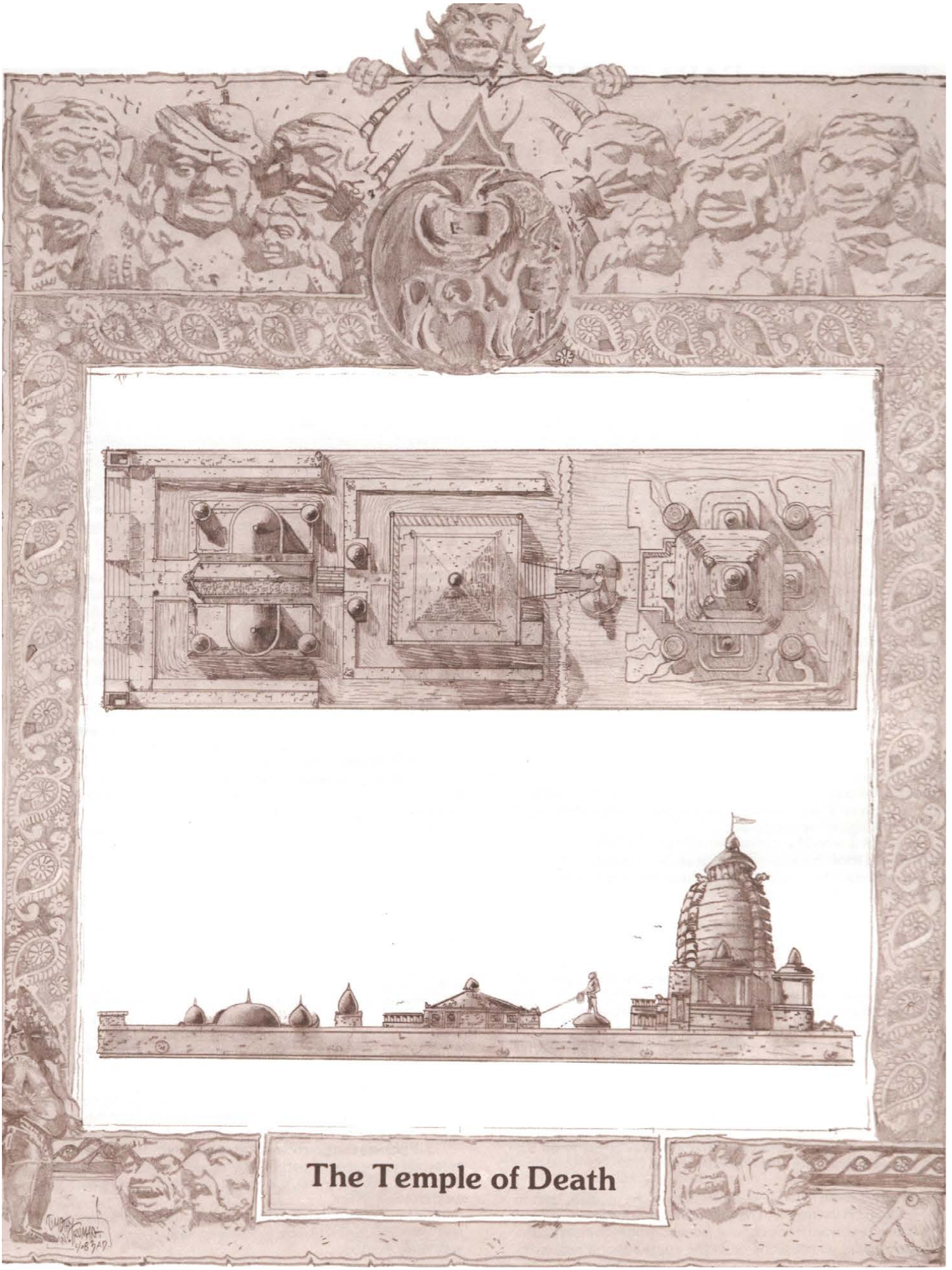
A large number of initiates and masters in the temple are quite ordinary. Therefore, their statistics are not listed in the module when they appear. When initiates or masters are listed without given statistics, the following may be used: AC 9; HD 1-1; hp 3; #AT 1; D 1-2 or by weapon; MV 120′/40′; Save NM; ML 6; AL C. Holy men and Diviners are always given statistics in the encounter key. They always carry a mace and a sling in the temple.

The characters may also notice certain features of the daily routine. The day's work begins at 5:00 in the morning when the initiates go to the fields and their copyrooms. At the same time a group of 20 initiates, four masters, and two holy men walk to the lake to bathe. At this time, they are out of sight of those at the temple. At noon, a bell sounds, and everyone stops work for five minutes. During this time, they appear to be in prayer. In the evening, this is repeated and the main meal of the day follows. Most of the people eat outside or under the shelter of a veranda. After the meal, everyone (except the Diviners) retires to his chambers for the rest of the night.

Watchful characters should see that many people stay in this temple. They should realize that if they use brute force, they will surely be killed. If the players do not realize this, you may find it necessary to point this out to them. Therefore, the best chance the players have to get in is by using stealth. The following ways are methods the players may use to enter the temple and find the Master.

1. If the players spend several days searching the land away from the temple, they find the secret passage that connects to the dungeon under the main tower.
2. If the players enter the temple while invisible, they can enter most areas without detection. However, precautions have been set up to keep invisible characters from reaching the Master.
3. If players can get robes without drawing attention, they may enter and move around parts of the temple. However, once inside, they must behave in an appropriate manner. They must hide weapons and armor.
4. If the players allow part of their group to be captured, the rest of the group may be able to follow invisibly. This is, however, a very risky method.

Christopher Lerch (Order #29450784)



The Temple of Death

Christopher Lerch (Order: 29450784)

Once inside the temple, players must be very cautious. They are not supposed to be there. If they are involved in a fight or other activity that reveals their true nature, those who live in the temple will react appropriately. One of the first things the defenders do is to raise an alarm. In places where no specific instructions are given for reactions to an alarm, check who is in nearby rooms. Those who can fight rush at once to the danger point to help.

These are not the only ways to enter the temple. Clever players may discover other methods. Remember that the players are supposed to be able to reach the Master somehow, and do not make things so hard that the players have no chance at all.

Encounter Key for the Temple of Death

The wall that surrounds the entire compound is 20′ high. It is not patrolled since the moat on the opposite side is considered defense enough. The outside of it is carved in geometric patterns and the great wheels that form part of the chariot.

A. The First Section: The Court of the Initiates

A1. Temple Entrance
The unguarded steps lead up a broad walk that stretches the width of the temple. This walk is made of white stone, smooth, polished, and clean. At the center point, a bridge stretches across the moat to connect with the island of buildings on the other side. This bridge is solid. Under the bridge and out of sight is a large drain (see A6). During the day, 3-18 initiates and 2-8 masters are in sight.

A2. Guard Posts

These stations are always manned by eight Diviners (AC 4; F4; hp 22 each ; #AT 1; D 1-8; MV 120′; Save F4; ML 10; AL C). They watch over all who enter the temple and will stop any who do not belong (are not wearing robes or are behaving strangely). Their instructions are to stop any undesirables from entering or delay them long enough for help to arrive. At each guard station is a horn. If it is sounded, 12 more Diviners (same statistics as above) arrive in one turn. As soon as these reinforcements have arrived, all drawbridges are raised. These men have no treasure.

A3. Masters' Quarters

These chambers have no doors; the entrances are covered only by a light curtain. Inside each chamber are two bunkbeds, a table, four stools, four small trunks, cooking equipment, and various unimportant personal items. During the daytime, nobody is in any of these rooms. If players search any of these chambers, they may find any of the following: yellow robes, a non-magical weapon (dagger, sword, mace, bow and arrows), 0-5 (1d6-1) gp, and a chronicle. This chronicle (in the form of a scroll) describes the daily life of the temple in days past, giving information about the relationships of the different groups in the temple. It also gives the player a rough idea of what functions are done in each building and what some of the notable rooms are. (The first section handles all the clerical work required by the government; the second section is the law court, chambers of the holy men, and the funerary hall; the final section is the great temple, throne room, and chambers of the current leader of the land.) At night, four masters sleep in each room. If attacked, they try to escape and sound an alarm.

A4. The Public Kitchen

This chamber is the main kitchen for the first section of the temple, although most of the rooms also have their own cooking equipment. In the chamber are several large hearths, a long table, cooking equipment, and peat moss for burning. During the daytime, 1-3 initiates and one master are here. If forced to fight, they use knives as daggers. At night, the people are gone, but nine stirges (AC 7; HD 1; hp 5; #AT 1; D 1-3 + special; MV 30′/180′; Save F2; ML 9; AL N) flit about the ceiling. If anyone enters the room, the stirges attack. If the person flees the room, the stirges pursue. No treasure is in this room.

A5. Initiates' Chambers

Each of these small chambers is the quarters of six initiates. Two three-tier bunks are crammed into each room. The little remaining space is filled either by a number of cushions or a table and a few chairs (your choice). The initiates keep their few personal possessions under the bottom bunks. During the daytime, these rooms are empty. At night six initiates are in each room. These rooms contain no treasure.

A6. Moat

The moat has smooth stone sides and bottom. It is 20′ deep at all points. The water is warm and moves slowly from the fountains to the drain under the bridge at A1. This drain is four feet square. Metal bars, ½″ thick, set 4″ apart, block the mouth of the drain. Beyond the drain is a tunnel that goes to the shore of the lake. This tunnel is ½ a mile long and is 4″ in diameter.

To keep people from swimming across, the moat is stocked with giant piranhas (AC 6; HD 3+3; hp 18 each; #AT 1; D 1-8; MV 50′; Save F2; ML 7; AL N). Each turn (or part of a turn) a person is in the water, he is attacked by 1-6 of these creatures. No more than 30 piranhas attack a single player at any given time.

A7. Covered Promenade

The center section of this small walk is covered by a pointed arch roof. It is open at both ends and at points along the sides. The long pillars that support the roof are deeply carved on all sides with scenes of holy men and the different temptations and obstacles they overcame. The roof is made from bright orange layered tiles. At the front end (facing the entrance to the temple) is a large face of a creature. It has fangs, a long mustache, four eyes, and thick stringy hair. It is positioned so that it glares down at all who enter the promenade. This face is the **magic jar** of Alrethus. It is currently empty as Alrethus is occupying another body. The ridge of the roof is made from ceramic tiles shaped like the spine of the creature. The eave at the other end forms the tail and legs of the creature.

During the daytime, this area is patrolled by 2-12 initiates, 1-4 masters, one holy man (AC 9; M6, hp 13; #AT 1; D 1-4+1; MV 40′; Save M6; ML 7; AL C), and three Diviners (AC 5; F3; hp 18; #AT 1; D 1-8+1; MV 40′; Save F3; ML 8; AL C). Both the holy man and the Diviners have +1 magic weapons. The holy man has the following spells memorized:

First Level: light, sleep
Second Level: detect invisible, levitate
Third Level: haste, protection/evil, 10′ radius

At night, three Diviners (same statistics as above) are in this area. They stop and question anyone who is out after all others have gone to sleep, except holy men and Diviners.

A8. Storage Chamber

This room is lined with shelves. On the shelves are pots of ink, quills, rolls of parchment, sealing wax, candles, lamps, and ribbon. Three chests sit in the center of the room. In the chests are unused sandals and robes, both white and yellow. Each player will be able to find one robe of either color that fits him. Nothing else is in this room.

Christopher Lerch (Order - 29450784)

A9. Meditation Closet

The door to this room is locked from the outside. The Master of Scribes (A10. The Scribes' Hall) has the key. Inside the floor of the closet is a bed of close-set spikes, like a bed of nails. The room has no windows and the air is hot and stuffy. Stretched out in one corner of the room is Airas, an initiate (AC 9; T4; hp 12; #AT 1; D by weapon; MV 40'; Save T4; ML 6; AL N). He has been placed in this chamber to meditate on his errors. If the party rescues him, at first he does not trust them, thinking his rescue is some type of test of his loyalty. If the players can make him believe that his rescue is genuine and explain their purpose, he gladly volunteers to join the group. He knows much useful information on the layout and operation of the temple. Allow the players to ask Airas any questions they desire. He can answer any questions that deal with the first section of the temple, some questions (layout, who can enter, what is done there) about the second section, and very little about the last section. He does know that the Master is considered the incarnation of Hosadus the Holy Man. If Airas is allowed to move about with the players, he is a useful guide. He can instruct players in the proper customs, what to say and what not to say, what they can and cannot do. If the players help him escape the temple, he will give them any help he can in planning a way to reach the Master. He has heard rumors of a secret entrance somewhere that leads to the temple. After giving this aid, he leaves the group to go home.

A10. The Scribes' Hall

This large hall is arranged like an auditorium: it has five tiers of stone benches and desks. At its bottom sits a large table and chair. The table is piled with scrolls and writing supplies. Sitting at the table is the Master of Scribes (AC 8; F2; hp 10; #AT 1; D 1-6; MV 40'; Save F2; ML 8; AL C). He has a mace hidden on the table beside him and wears a **ring of protection +1**. He is overseeing the work of 35 initiates who are sitting on the tiers, copying old manuscripts and other papers. If the party is dressed entirely as initiates, or some initiates and some masters, the master of the scribes hustles those dressed as initiates to empty seats, thrusts old scrolls into their hands, and tells them to get to work. If they still protest, he threatens to send them to the meditation closet. If there are any dressed as masters, he thanks them for bringing him the workers he requested and then ignores them. If a player dressed as a master can give a good reason (i.e. these initiates are ordered elsewhere), he will let them go. If the initiates try to force their escape or ignore his orders, he calls four Diviners (AC 4; F4; hp 20; #AT 1; D 1-6; MV 40'; Save F4; ML 9; AL C). One of the Diviners has a **ring of spell storing** that contains the following spells: **charm person, ESP, hold person**. If the players do not try to escape, they remain at the copying work for the rest of the day. The material they are copying gives them no information.

A11 & A12. Clerks' Offices

Each of the small offices contains two initiates on stools at desks. The larger offices contain four initiates under the same conditions. These initiates are clerks compiling a code of law for the land of Hule. They ignore any who pass by and absentmindedly answer any questions asked. This may allow the players to learn useful information if the right questions are asked. Otherwise, the clerks mind their own business. The papers they are writing give the players no useful information about the temple, although knowledge of the laws and customs of Hule may help them when they leave this land.

A13. Library

This room is a dark and gloomy mess. Mounds of old scrolls and tomes are scattered everywhere. No one is in the room.

If the players search the scrolls and books, they may find some titles that may be of help. However, to get any information from these papers, the characters have to study them for a day. Roll 1d6-2 to determine how many bits of information the players gain (1 and 2 become 0, 3 becomes 1, etc.). The facts gained should be assigned in the order given (for instance, if players get three facts, they should be given the first three listed).

1. *The Coming of the Master.* This scroll describes how the Master arrived at Greatrealm as a wrinkled and scarred old man. Once there, he commanded great powers to raise the third building, the tower building. When this was done, he disappeared, after giving orders to obey a youth who would come and speak in his name. This youth arrived many months later and brought with him the crystal casket of Hosadus. This was then placed in the Hall of Laws along with the other great holy men. This youth is now the Master.
2. *The Deeds of Hosadus.* The chariot driver standing on the gatehouse to the third section is really a giant enslaved by Hosadus. The demonic caryatids are actually guardians of the temple.
3. *Architect's Plans.* These are actually descriptions of the secret doors that lead to the various towers in Area C and a secret entrance outside the temple that leads to the dungeon (Area D5).
4. *The Bargain.* This document (sent to this library by mistake) records the bargain made by the Master with creatures from another dimension. In exchange for certain servants he has given his years of life and like a corpse must live forever.

A14. The Chancellor's Chamber

This small room contains only a table and one chair. The table is strewn with papers. The room is lit by a **continual light** spell. During the daytime, the Chancellor of the Initiates, a holy man (AC 3; C8; hp 32; #AT 1; D 1-6 +2; MV 40'; Save C8; ML 10; AL C), is in this room. He has plate mail armor, a **mace +2**, a **ring of water walking**, an **amulet of finding** (see **Introduction**), and a **scarab of protection**. He has the following spells memorized:

First Level: cure light wounds, darkness, cause fear
Second Level: know alignment, silence 15' radius
Third Level: cause disease, striking
Fourth Level: create water, cure serious wounds
Fifth Level: finger of death (raise dead reversed)

The Chancellor of the Initiates is a very unpleasant person. He has a bad temper and an evil outlook. If the Diviners cannot handle the party, they summon the Chancellor to deal with the situation. He shows no mercy, but tries to take captives alive for later questioning. He carries a gem worth 2000 gp.

If players examine the papers on the desk, they can tell that most deal with ordinary affairs of the initiates. However, a few seem to be special communications to the Chancellor of the Initiates. If these are taken and later read, the players learn that he has been appointed to a field command with the army in the East. He is supposed to assume command of the main army of the Master in the grand attack on the heartland of the Republic. The party can tell that the Master's armies are almost ready to attack. The players do not have much time left.

At night there will be no one in this room.

A15. Instructional Chamber

This room is a classroom in which initiates are trained to become masters. During the daytime, a master and 3-18 initiates are in this chamber. The master is lecturing on the ways of pure thought. Neither he nor the initiates offer any resistance if threatened. Instead, they try to stall intruders by answering minor questions or

Christopher Lerch (Order #29450784)

giving false information if necessary. If possible, they try to trick the players into entering The Testing Chamber, A16. At night the Instructional Chamber is empty.

A16. The Testing Chamber

The door to this room is closed at all times. It is a one-way door and may only be opened from the outside. Unless a player looks at the inside of the door, he does not notice this fact. Once the party is inside the room, the door springs shut and locks. The only way to open the door from this side is to chop it down. The door has 100 hit points and may be damaged only by edged or heavy blunt weapons.

The chamber is bare except for a small bowl of water on the floor. The bowl and water are magical. If any player looks into the water, he must save vs. Spells. If the player saves, nothing happens, unless he thinks about a specific place or person. If he does, the water will cloud and a mist will begin to rise. In the mist, as in a crystal ball, the player will see that place or person. The water may be used, therefore, to find the Master and learn what the room he is in looks like, although this may not tell where this room is. If the player fails to save, the water clouds, mists, and surrounds him. He finds himself standing in a strange landscape. The colors are all gray and black and everything is twisted. Approaching him are four shadows* (AC 7; HD 2+2; hp 10 each; #AT 1; D 1-4+ special; MV 30'; Save F2; ML 12; AL C; surprise on a 1-5). The players watching see the person surrounded by an ever-darkening mist but cannot see the shadows. In one turn the mist hides the person totally, then begins to clear. When it clears, the player who was hidden is gone. He has been trapped in the same dimension with the shadows. Any player who enters the mist must save vs. Spells. If the save is successful, he may pull the player out of the mist, cancelling the effect of the magic. If he fails to save, he also begins to enter the dimension of the shadows. If a player is totally lost to the dimension of the shadows, he may still be returned if a **remove curse** or **dispel evil** is cast within three turns. After this time, the trapped player may not return by any normal means (although a **wish** is still effective). No treasure is in this room.

This room is used by the masters and holy men as a final test for each initiate before he is elevated a grade. No treasure is in this room.

A17. Guard Towers

The four circular staircases in this section climb up the inside of four towers. At the top of each tower, 100' from the ground, is a small guard post. This post is nothing more than a circular chamber that has a 4' high wall surrounding its edge. Six slender pillars support the roof. In each tower are two Diviners (AC 7; F2; hp 12; #AT 1; D 1-6; MV 40'; Save F2; ML 8; AL C) and two goblins (AC 6; HD 1-1; hp 4; #AT 1; D 1-6; MV 20'; Save NM; ML 7; AL C). Each tower also has a horn for sounding the alarm. These guards watch the countryside for signs of intruders or attack. If they hear any unusual noise in the buildings below them, one human and one goblin go to investigate. They do not attempt to fight, but try to return to a tower and sound the alarm. Each guard carries 1-4 gp.

B. The Second Section: The Courts of the Holy Men

B1. Gateway

This gateway may only be reached by crossing the moat that surrounds the building. The drawbridge is kept down during the daytime. At night and during alarms, it is kept up. Standing in the passage beyond is the Questioner, a hill giant (AC 4; HD 8; hp 40; #AT 1; D 2-16; MV 40'; Save F8; ML 8; AL C). The creature is heavily bundled in rags. Its face and body are hidden from sight. All that can be seen are the dirty tips of its fingers. When anyone tries to enter this section, the hill giant will stop them and ask, "Whom do we serve?" The correct answer is "Hosadus." If this answer is given, the hill giant will let the person or group pass. If the answer is not given, the hill giant will cuff the player and send him or her back across the bridge. If the player resists, the hill giant will attack. If he picks a person up, he will try to throw him into the moat.

B2. Guardhouses

These two rooms flank the entryway and are identically manned. Each room contains bunks, a table and other common items. In each chamber, day or night, are four Diviners (AC 5; F4; hp 24; #AT 1; D 1-6; MV 40'; Save F4; ML 9; AL C). They use the magic items they share if they are attacked. The items are an **axe +1**, a **mace +1**, two **shields +1**, a **ring of fire resistance**, a scroll of **protection from magic**, and a **flying carpet**. You should decide what items each diviner has. Each chamber contains an alarm horn. If this horn is sounded, the Diviners and holy men from Area B4 come to help. They arrive in five rounds.

B3. The Hall of Laws

Running down the center of this building is the Hall of Laws, an unusual mausoleum for the great holy men in the past ages of Hule. Clear crystal caskets are set in the walls on both sides of the hall. In these are the perfectly preserved bodies of the past rulers of the country. Under each casket is a small stone plaque that states the leader's name and the dates he lived. During the daytime, 1-6 masters pass through this hall and 2 Diviners (AC 1; F6; hp 38 each; #AT 1; D 1-6; MV 40'; Save F6; ML 9; AL C) stand at a large opening. Each Diviner has a **shield +1**. They attack any who try to enter the tower section (Section C) or to destroy any of the caskets.

One of these caskets is marked "Hosadus." In it lies the body of a badly scarred old man. This casket radiates magic. Hosadus (the body in the casket) is the Master. The man, seen by everyone in the temple (see Section C) and called the Master, is an avatar, an earthly form, of Hosadus, the body in the casket here. The mind and spirit of Hosadus work through the body of the avatar, governing Hule and directing the war. However, the mind and spirit are still housed in the body of Hosadus in the casket. Although Hosadus appears dead, his mind is still alive. If any player uses **ESP** on the body of Hosadus, he discovers the thoughts of the Master. If the body of Hosadus is destroyed, the avatar of Hosadus disintegrates at once; the players have defeated the Master.

If the avatar is destroyed, the body of Hosadus comes alive. However his body begins to decay at once. When the players encounter him, he has all the spell abilities that remained when the avatar was destroyed. However, his other statistics will be as follows: AC 5; hp 50; #AT 2; D 1-6 with his hands, MV 120'/40'; Save C14; ML 12; AL C. He will attempt to find and destroy those who killed his avatar.

B4. The Court of Greater Judgment

In this large chamber sits one of the most important law courts in Hule, The Court of Greater Judgment. Along the far wall sit four holy men. Two are normal humans (AC 9; HD 1; hp 3 each; #AT 1; D by weapon; MV 40'; Save NM; ML 7; AL C), one is a cleric (AC 9; C6; hp 24; #AT 1; D 1-6+1; MV 40' Save C7; ML 8; AL C), and one is a magic user (AC 8; M8; hp 22; #AT 1; D 1-4+1; MV 40'; Save M8; ML 7; AL C). The cleric has a **mace +1**, a **ring of spell turning**, a **displacer cloak**, and the following spells:

First Level: detect evil, darkness
Second Level: know alignment, hold person
Third Level: remove curse
Fourth Level: neutralize poison

Christopher Lerch (Order #29450784)

The magic-user has a **dagger +1**, a **ring of protection +1**, a **wand of illusion**, and the following spells:

First Level: charm person, read languages, shield
Second Level: ESP, locate object, web
Third Level: fire ball, haste
Fourth Level: confusion, wall of ice

There are also four Diviner guards (AC 6; F3; hp 15; #AT 1; D 1-6; MV 40'; Save F3; ML 8; AL C). One of these guards has a **potion of diminution** and another has a **potion of healing**. The holy men are currently hearing a case read from reports by an initiate and a master. If there is any disturbance elsewhere in the building, the holy men and the Diviners go to investigate.

B5. Judges' Chambers

This chamber is used by the holy men on the Court of Greater Judgment to meet and confer on cases they have heard before announcing their decision. The room is well-furnished with comfortable chairs and a large table. Fastened by a chain to a wall beside the door is a panther (AC 4; HD 4; hp 20; #AT 3; D 1-4/1-4/1-8; MV 70'; Save F2; ML 8; AL N). The chain has enough length to reach the door. The cat attacks any person not wearing the robes of a holy man. On the table are several piles of unimportant papers. One of these piles is held down by an **amulet of finding**. Another pile is held down by a gem carved into the shape of an eye. This gem is worth 10,000 gp.

B6. Lawyers' Chambers

Each of these small cubicles holds a master who works at a small table, day and night. A **continual light** spell lights each cubicle. The papers found in each relate to dry legal cases of no value to the players. The masters working in these cubicles ignore all outside disturbances unless their life or work is threatened.

B7. Scribes' Chamber

This room is occupied during the daytime by eight initiates, all busily copying the legal papers needed by the lawyers and the holy men. They use any disturbance as an excuse to sneak away from their normal work.

B8. The Lesser Courts

These small chambers are courtrooms in which less important cases are heard. In one are heard the minor civil cases that cannot be solved by local authorities or prophets. Another courtroom gives sentences to those in the temple. The third is for criminal cases. During the daytime, one holy man (AC 9; F7; hp 37; #AT 1; D 1-8; MV 40'; Save F7; ML 8; AL C), who carries a sword and either a **potion of invulnerability** or an **elven cloak and boots**, is here. Two masters and one initiate are also present. At night these chambers are empty. If any holy man hears a disturbance, he calls the others in this area and they investigate as a group. Each holy man wears a necklace of office set with gems. These necklaces are worth 2000 gp each.

B9. Boat Landing

This roofed porch juts out into the moat. Moored around the edges are four small canoes (MV 60'). Each canoe may hold two players or one player and all his armor, weapons, and gear. These boats are used for relaxation and inspection of the moat. Nobody is on the landing day or night.

B10. Balcony

A broad, tiled balcony surrounds the second story of this building. A low stone railing runs around its outer edge. During the daytime, this balcony is deserted. At night, one Diviner (AC 2; F5; hp 32; #AT 1; D 1-6+1; MV 40'; Save F5; ML 9; AL C), armed with a **mace +1**, stands at each corner of the balcony. They stop all who try to enter the upper building.

B11. Quarters of the Holy Men

Each of these chambers is the room of two holy men. The rooms range from neat to messy, depending on the habits of those who live there. Each room has the usual assortment of furnishings —two beds, a table, chairs, clothing, personal items, and cookware. During the daytime, these rooms are empty. At night, two holy men are in each room. Use the following table to determine which holy men are present:

Die Roll	Occupant
1-7	Magic-user (M6) from Area A7 (p. 19)
8-14	Cleric (C8) from Area A14 (p. 20)
15-21	Normal Human from Area B4 (p. 21)
22-28	Normal Human from Area B4 (p. 21)
29-35	Cleric (C6) from Area B4 (p. 21)
36-42	Magic-user (M8) from Area B4 (p. 21)
43-49	Fighter (F7) from Area B8 (p. 22)
50-56	Fighter (F7) from Area B8 (p. 22)
57-63	Fighter (F7) from Area B8 (p. 22)
64-70	Normal Man from Area C5 (p. 23)
71-77	Fighter (F9) from Area C14 (p. 23)
78-84	Normal Man (always present here)
85-92	Cleric (C10) from Area C16 (p. 25)
93-100	Fighter (F10) from Area D2 (p. 26)

The table lists the character class and level (if any) of the holy man and where that character appears in the module. Mark off any holy men the players defeat and note any injuries or spells used by others. If the party searches one of the chambers, use the following table to determine what they find, No item may be found more than once. This table does not include magic items or treasures carried by the holy men.

Die Roll	Item
1	Chest trapped with a poison needle (save vs. Poison or die) containing 5000 gp in a bag of holding.
2	A jewel-studded belt worth 1000 gp.
3	A **helm of alignment changing**
4-6	Nothing of value

B12. Closets

These small rooms are actually very large closets. They contain extra robes (usable by the players), writing supplies, soap, lamp oil, and other mundane items.

B13. Guard Station

Set up for the protection and safety of the holy men, this small room is the guard post of two Diviners (AC 3; F4; hp 22 each; #AT 1; D 1-6; MV 40'; Save F4; ML 9; AL C). Each Diviner has a **potion of giant strength**. This station is only manned at night.

C. The Third Section: The Court of the Master

This section rises above all the other areas of the temple. All the buildings rest on a terrace 20' higher than the other sections. The main building consists of several towers, the highest of which is 100' tall. These towers are ornately carved on the outside. Statues of leering, grotesque creatures sit at the corners of the towers.

Christopher Lerch (Order #29450784)

Window frames are carved like open mouths. The fountains spout water from the mouths of twisted beasts. Each tower is topped by a waving, bright-colored pennant.

C1. The Waterfall

A 20′ high stone wall separates this section of the temple from the others. Over this wall swiftly pours a steady stream of water. Small clouds of mist rise up from below. Any player who falls over this waterfall suffers 1-6 points of damage. The moat surrounding the tower section is 10′ deep. Living in this moat are 10 large crocodiles (AC 3; HD 6; hp 32 each; #AT 1; D 2-16; MV 30′/30′; Save F3; ML 7; AL N). Anyone entering the water is attacked by a crocodile on the fourth round after he enters. Thereafter, one more crocodile appears every other round. No more than four crocodiles attack one player.

C2. The Gatehouse

The gatehouse is a two story structure, topped by what appears to be a huge statue of a chariot driver. Here, on the bottom floor, is a narrow drawbridge that connects to a raised landing in section B. The controls for this drawbridge can be seen in the passageway. Standing in this passageway are two ogre guards (AC 5; HD 4+1; hp 20, 15,; #AT 1; D 1-10; MV 30′; Save F4; ML 10; AL C). They halt all who try to enter this area, asking for the password. This password is "The Master reigns." If this password in not given or is incorrect, the ogres attack.

To either side of the passage are two rooms. One of these is the quarters of the ogres. It contains straw, bones and many broken pieces of junk. Hidden under the foulest pile of straw are 4000 gp. The other room is the guard station of two Diviners (AC 1; F5; hp 30, 28; #AT 1; D 1-8+2; MV 40′; Save F5; ML 12; AL C). Each Diviner has **plate mail armor +1** and a **sword +2**. If there is any fighting in the passageway, they try to surprise and attack any intruders. If they cannot do this, they try to surround the players. These Diviners never surrender. Each carries 500 gp in a purse at his waist. The room itself contains nothing of interest.

C3. Gatehouse Second Floor

This room may only be reached by climbing the ladders at either end. These ladders pass through this room and go out through trapdoors in the ceiling. In this room are 6 Diviners (AC 7; F2; hp 10 each; #AT 1; D 1-6; MV 40′; Save F2; ML 8; AL C) armed with maces and bows. They are on guard to protect against any attack on the tower. They either fire out the arrow slits that line the walls of the room, or, if a fight starts in the passage below, open the trapdoor in the center of the room and fire through it. Also in the room are several barrels of good quality oil. If necessary, the Diviners pour this oil on any attackers below and then light it with a thrown torch. One barrel of oil covers any characters in a 10′ square area directly under the trapdoor. The oil does 1-8 points of damage per round and burns for five rounds unless put out. Each Diviner in this room has a purse that contains 100 gp.

Standing atop the gatehouse is an enchanted storm giant (AC 2; HD 15; hp 70; #AT 1 + special; D 8-48 + special; MV 50′; Save F15; ML 9; AL L), posed so that he appears to be a bronze statue of a chariot driver. In one hand he holds a huge whip. If ordered by the Master (who must be within shouting distance), the giant comes to life and obeys his instructions. Once he carries out these instructions, the giant will stride away from the temple, never to return again. He has no desire to stay in this area. Only the Master may release the giant. This is the same giant portrayed in the puppet theater. However, the details given there about his enchantment were wrong.

C4. The Gardens

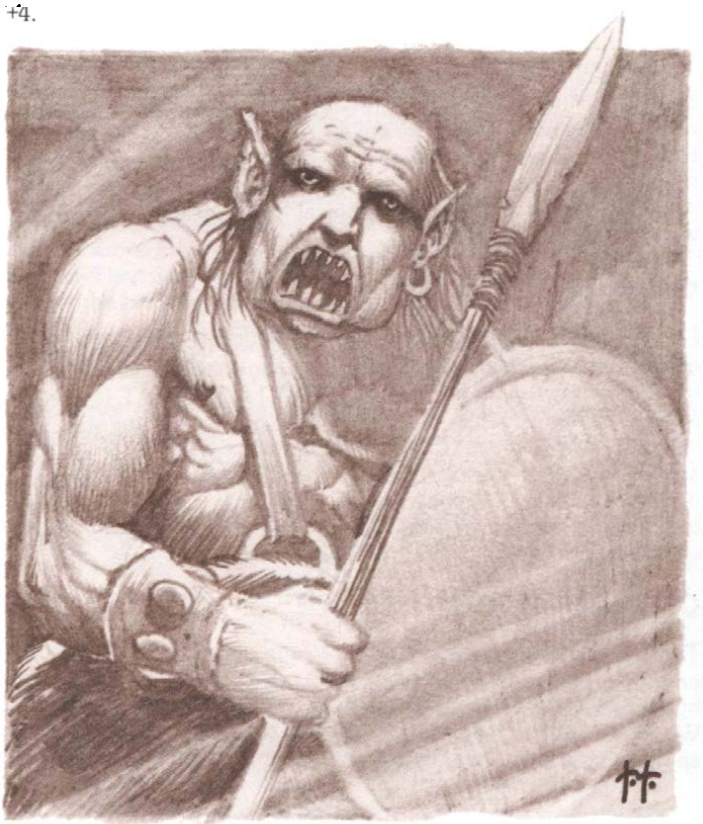
Four small gardens, connected by narrow strips of grassy lawn, surround the main tower building. Living in each garden area are two owl bears (AC 5; HD 5; hp 24 each; #AT 3; D 1-8 each; MV 40′; Save F3; ML 9; AL C). The owl bears in one section do not aid those in other sections. They have no treasure.

The gardens are very well-kept. The lawns are closely trimmed; each section contains beds of flowers, small trees, and a large fountain. In the center of each fountain is a statue of some horrible, twisted beast. Water constantly flows from the mouth of these statues, overflowing the basin and running down the sides. This overflow feeds the moat.

C5. Entrance Hall

Standing to either side of the entrance to this area is a huge statue of a red and black streaked creature. These creatures have broad elephantine faces and sport horns and fangs. Their chests are a mass of wiry, matted tentacles. Their arms end in huge pincers. Their feet are clawed and webbed. These statues are actually malferas* (AC 3; HD 9; hp 45, 40; #AT 3 + special; D 1-10/1-10/1-6; MV 20′; Save F13; ML 11; AL C; see end of module). The malferas attack only if the players attempt to enter the tower invisibly or do not say the proper prayer before entering. This prayer may be learned if the party spends a little time watching others before entering or if they manage to trick the ogre guards into telling the prayer. (For example, if the players ask them, "What is the prayer of the day?" the ogres may not realize that the prayer never changes.) If the malferas are slain, their bodies dissolve into mist.

Inside the entrance hall, the passage is flanked by elaborately carved panels of holy men and creatures from other dimensions. On the other side of these panels are secret passages, hiding two orcs (AC 6; HD 1; hp 5 each; #AT 1; D 1-6; MV 40′; Save F1; ML 9; AL C) on each side. Each orc stands in front of a concealed arrow slit, watches the entrance way, and opens the slit and fires arrows if fighting breaks out in the entrance way. Because they attack through arrow slits, the orcs have an armor class of 2 and save at +4.



Christopher Lerch (Order - 29450784)

C6. The Master of Protocol's Chambers

These small chambers have tables, chairs and stools. Nobody is in either room. Both rooms are lit by a **continual light** spell. The tables are piled with papers. If players search the tables, they find a map of the tower section. This map shows all the chambers on the first floor except for the secret staircases and the secret closet in this room.

In the corner of one room is a secret door. This door may be opened by sliding a baseboard. Inside is a small bare closet—a special escape route for the Master and others. Once a person is in the room and the door is closed, the chamber **teleports** him to any place he visualizes. If the person enters the room and does not think of a specific location (that he has seen) in five rounds, he **teleports** to some random point 1-100 miles away from the temple. If more than one person is in the room, they all arrive at the same place.

C7. The Public Shrine

This large chamber is the main shrine used for public occasions. Standing guard here at all times are two trained displacer beasts (AC 4; HD 6; hp 30, 25; #AT 2; D 2-8/2-8; MV 50'; Save F6; ML 8; AL N; -2 to be hit and +2 on saving throws). They attack only on the command of the Master or the Diviners. The walls are painted with the Ten Devotions to Holiness that every initiate and master is expected to pray when entering this chamber. In the nook opposite the entrance sits a long narrow table holding various relics of past holy men. These are common, non-magical items such as staffs, books, clothing, and battered weapons. They have been magically **trapped** so the items detect as magical. Any person who takes an item from the table must save vs. Spells or be **polymorphed** into a common snail. Behind the table is a secret door that leads to the Preparation Chambers.

C8. Diviner's Barracks

These chambers are the quarters of the Diviners who guard the temple. In each chamber are 2-8 Diviners (AC 9; F3; hp 16 each; #AT 1; D by weapon; MV 40'; Save F3; ML 9; AL C) off-duty. They do not have armor on or weapons in hand if no alarm has been sounded. If there has been an alarm, they have an Armor Class of 4 and are armed with various weapons.

The chambers themselves are crowded with a long table and many bunks, four tiers high. Under the bottom bunks are the storage chests of the men. If all these are searched (28 chests are in each room), the players find 5000 gp in coins and gems of various sizes (none more valuable than 100 gp). Along the walls are racks of weapons. None of these are magical, but any type of normal weapon may be found here.

C9. Kitchens

Located above the Diviners' barracks are the kitchens for this end of the temple. Each kitchen is a dark, smoky chamber. Working in the kitchens are eight goblins (AC 6; HD 1-1; hp 3; #AT 1; D 1-4; MV 20'; Save NM; ML 7; AL C) and two bugbear overseers (AC 5; HD 3+1; hp 16 each; #AT 1; D 2-8; MV 30'; Save F3; ML 9; AL C) They are busy preparing meals for the inhabitants of the temple area. If attacked, the goblins fight with kitchen knives and the bugbears use whatever is available. They do not investigate sounds of fighting elsewhere. Neither chamber contains treasure.

C10. Preparation Cells

This small hallway is fitted with four cells. Three of the cells are empty. Locked in the fourth cell is Narellus, a fighter (AC 9; F7; hp 45; #AT 1; D by weapon; MV 40'; Save F7; ML 8; AL L; S 12; I 10; W 11; D 13; C 15; CH 12). He is one of the original mission sent to spy on the Master. Now, captured, he awaits an unknown and unpleasant fate at the hands of the Master. He will gladly join the players whether he is given equipment or not. Obviously, he will be more useful to the party if given at least a weapon, if not armor also. He seeks revenge on the Master, and will go out of his way to obtain it.

C11. Alrethus's Chamber

The door to this chamber is **wizard locked**. If the players enter this chamber secretly, they see a young man dressed in long, flowing blue robes, bent over a table, poring through some ancient tome. Propped up in a coffin next to him is the body of an elderly man who has a long gray beard and hair. Around the room are shelves of books and scrolls, a bed, stuffed animals and odd things hanging from the walls, and several large chests. Shutters cover the windows tightly.

The young man has been **magic jarred** by Alrethus (Statistics for Alrethus: AC 9; M11; hp 26; #AT 1; D 1-4+2; MV 40'; Save M11; ML 7; AL C; Statistics for the youth: AC 8; hp 40; #AT 1; D 1-4+2; MV 40'; use Alrethus's statistics for the rest), the second-in-command and personal assistant to the Master. The body next to the youth belongs to Alrethus. Alrethus has the following spells memorized and can cast them while his life-force is in the youth's body:

First Level: charm person, light, magic missile (x2)
Second Level: ESP, invisibility, levitate
Third Level: fire ball, fly, lightning bolt
Fourth Level: charm monster, confusion, polymorph others
Fifth Level: conjure elemental, pass-wall
Sixth Level: flesh to stone

In addition, Alrethus carries a **dagger +2, =3 vs. elves, dwarves, and halflings**, a **potion of fire resistance**, a **potion of polymorph self**, a **wand of cold**, and a scroll containing **light, detect invisible, infravision, dispel magic**, and **transmute rock to mud.**

If caught unaware, Alrethus fights in the body of the young man without concern for its safety. He first casts the **confusion** and then uses his **magic missiles** and **polymorph others** to remove any remaining foes.

If the players make their presence known while trying to get through the door, Alrethus, in the young man's body, protects his real body by covering it with a curtain. He then drinks the **potion of polymorph** and changes into a small mouse. Once the party enters, Alrethus waits until the best time (when his attacks have the most effect) and then changes into his true form, casts a spell and then **polymorphs** again into another small creature to hide. He continues to do this until the potion wears off or he has disposed of the players.

If the body of the young man is slain for any reason, Alrethus's spirit leaves it and returns to his **magic jar** at A7 (p. 19). If half or more of the players have been defeated, Alrethus returns to his own body and continue the attack. If this attack goes badly for him, he retreats to C12. If the chance of his winning is not good, he waits in the **magic jar** to capture another suitable body.

Aside from the items listed, no other treasure is in this chamber. The books, while old, are of no particular value.

C12. Alrethus's Workroom

This small chamber is bare except for some shelves that line the walls. A giant weasel (AC 7; HD 4+4; hp 30; #AT 1 + special; D 2-8; MV 50'; Save F3; ML 9; AL N) is chained near the entrance. The shelves are loaded with odds and ends that a magic-user might collect to practice his trade. None of this material seems to be

Christopher Lerch (Order - 29450784)

valuable. However, invisibly hidden on one shelf is a small chest of gems. In this chest are 20 gems worth a total of 10,000 gp. If Alrethus has fled to this room, he continues to fight here, releasing the giant weasel to help him. Alrethus fights until he is slain.

C13. Spy Chamber

This small chamber may only be reached by the secret doors leading to the passage by the stairs. Inside, two stools are positioned in front of a small peephole. The room is lit by a hooded lantern. During times when there is an audience in the Reception Hall, several scribes sit here and record what is said and done. At the moment, the chamber is empty.

C14. Reception Hall

A large throne-like chair sits at one end of this long hall. At the other end a large pair of double doors open onto a balcony directly over Areas C5 and C6. The walls of this chamber are covered by a layer of beaten silver. This silver reflects everything in the room and causes confusion. Standing in the room is a holy man (AC 0 from Dexterity; F9; hp 55; #AT 1; D 1-8+3 from Strength; MV 40'; Save F9; ML 10; AL C). The players see 3 different images of the holy man and must fight him just as if a **mirror image** spell had been cast on him; however, his reflections do not disappear when hit as they would in the spell. The holy man is used to this room and is not confused by the reflections. He carries a gold tablet of safe conduct bearing the Master's seal. This tablet is worth 500 gp.

C15. Storage Chamber

This room holds many of the supplies needed in the day to day running of the building. These include candles, brooms, buckets, parchment, ink, quills, sand, and incense. Nothing of particular value is in this room.

C16. Major Domo's Chamber

This chamber is the office of the Major Domo for the temple. Currently in the chamber is a holy man (AC 5; C6; hp 27; #AT 1; D 1-6+3; MV 40'; Save C6; ML 5; AL C) wearing **gauntlets of ogre power**. He has the following spells memorized:

First Level: cure light wounds, cause light wounds
Second Level: hold person, silence 15' radius
Third Level: growth of animals
Fourth Level: cure serious wounds

He has a pet hawk (AC 8; HD 1/2; hp 3; #AT 1; D 1-2; MV 160'; Save NM; ML 7; AL N) on which he casts his **growth of animals** spell. After this he tries to escape as quickly as possible, leaving his hawk to slow and hamper pursuit. If possible he attempts to join the fighter in Area C14.

If the players search the chamber, they find nothing of value.

C17. The Master's Chamber

The room may only be reached by the circular staircase from below. If no alarm has been raised, a man dressed entirely in black cloth and armor sits, flanked by tigers, at a table near the center of the room. This man is the Master (AC -1; C14; hp 56; #AT 1; D 1-6+4; MV 40'; Save C14; ML 10; AL C; S 16; I 13; W 18; D 16; C 18; CH 18). His natural abilities give him +2 "to hit" and damage (already figured above), +3 on saving throws vs. Magical Attacks, and +2 on his Armor Class (also figured above). He has the following spells memorized:

First Level: cure light wounds (x2), light, darkness, protection from evil, cause fear
Second Level: bless, blight, hold person (x2), silence 15' radius
Third Level: continual light, cause disease, remove curse, curse, striking
Fourth Level: create water, cure serious wounds (x2), cause serious wounds, neutralize poison
Fifth Level: dispel evil, insect plague, finger of death (x2)

He has the following magic items: **plate mail armor +1, shield +1**, a **war hammer +2**, a **potion of undead control**, a **potion of growth**, a scroll containing **protection from evil** and **insect plague**, a **ring of spell turning, boots of levitation**, an **amulet of finding** (in a black velvet bag), and a **House of Zebulon**. The **amulet of finding** is explained at the beginning of the module. The **House of Zebulon** is a small stone cube, painted with a door and windows. When the owner desires, he may cause a doorway to appear. Stepping through this doorway carries the person and anyone or anything with him inside the cube to a small apartment of six rooms. Here the person may stay for as long as he wants. He may leave the house at any time by stepping out through the same door. Once a week, he may project the doorway to any location he is familiar with as in the spell **teleport**. **Module X4** contains a map of this cube (in the Evil Abbey) that may be used, or you may create your own map of the rooms in one cube.

Resting at the feet of the Master are two tigers (AC 6; HD 6; hp 34, 30; #AT 3; D 1-6/1-6/1-12; MV 50'; Save F3; ML 12; AL N), wearing **collars of animal control**. These collars work like the potion of the same name; their effect, however, does not wear off. Also at the feet of the Master is the trigger for a trapdoor that is in front of the staircase.

If the master has been caught unprepared, he first tries to drop as many players as possible through the trapdoor. This trapdoor opens into Area C14. Any player who falls through the trapdoor suffers 2-12 points of damage from the 20' fall. After triggering the trap, the Master orders his tigers to attack. He then casts a **finger of death** at the player closest to him. Then he casts a **silence 15' radius** on any obvious magic-users or elves. Finally, he uses the rest of his spells to their best effect. If the tigers are defeated or if he is in serious danger, he uses his **boots of levitation** to rise through the trapdoor in the ceiling, entering Area C18. Once here, he either continues to attack the players with his spells, or, if he has been badly hurt, steps out of sight and enters the **House of Zebulon**. In this case, when the players enter this area, they find only the magic cube. If the players take the cube with them, the Master reappears and attacks them after he has healed his wounds and recovered his spells.

If the Master has been warned about the players, he is prepared for them. First, he stations the tigers to either side of the staircase and orders them to attack any intruders. Next, he casts his **bless** spell on himself and the tigers, and follows this with a **silence 15' radius** cast on the head of the stairs. Finally, he uses his scroll to cast a **protection from evil** on himself. After this, his plans are the same as described above.

If the avatar of the Master is defeated, its body disappears. The spirit of the Master returns to the body of Hosadus at Area B3 (p. 21). From here, Hosadus begins to seek revenge on the players.

The Master's chamber is a combination bedroom, study, and workroom. It contains a table, a bed, several bookcases, and two chests. Both the chests are locked and trapped. One trap is a simple poison needle, which if not removed, automatically pricks any who attempt to open the chest. The player must save vs. Poison or die. The chest contains nothing but papers relating to the war and the administration of the temple. The second chest is protected by a magical trap. Unless a **dispel magic** is used, a **curse** is released when the chest is opened. This **curse** makes it impossible for the player to lie, no matter what the reason. The affected player does not know that this has happened; only time and his actions will reveal this **curse**. Inside this chest is a complete

Christopher Lerch (Order #29450784)

map of the temple (showing all secret passages, etc.) and the complete plans of the war the Master is conducting. If these plans are returned to the defenders, the Master's army will be destroyed completely. Hidden in a secret compartment in the side of the chest is a jewel-studded necklace worth 10,000 gp. Although the remaining items in the room are interesting, they are of no particular value.

C18. The Silent Chamber

This room has no furnishings or other items. If the Master has retreated to this chamber, see Area C17 for information on what he does. If the players remain in this chamber for three rounds (not fighting or making loud noises), they begin to hear faint whispering sounds. The longer they remain, the clearer the sounds become. These sounds all come from within the temple. By concentrating, a player can listen to anything that is said inside the temple grounds. The chamber is used by the Master to keep control over those who are unhappy with his rule.

C19. The Roof Walk

Except for a 20′ high flagpole, the only thing of note on this windswept, open platform is a small compass on a stand. This compass is magical. It always points in the direction of the Master's magical airship. This platform is used by the Master as a mooring point for this ship.

D. The Fourth Section: The Underground Passages

These passages have no beams or supports, for all are carved from solid rock. The walls, floor, and ceiling are always very damp, since the passages run quite close to one of the fountains and under the moat. Unless otherwise noted, all the passages are unlit.

D1. Prison Block

This dark and gloomy area is crowded with small 5′ square cells, most of which are empty. Standing next to a lamp at the base of the stairs is a Diviner (AC 7; F4; hp 20; #AT 1; D 1-6; MV 40′; Save F4; ML 8; AL C) wearing a **ring of infravision** (as per the spell) and 4 bugbears (AC 5; HD 3+1; hp 14 each; #AT 1; D 2-8; MV 30′; Save F3; ML 7; AL C). If attacked, the Diviner douses the torch in a nearby bucket, hoping to gain the advantage of darkness. He fights until his or the bugbears' morale fails, or until two of the bugbears are slain. Then he tries to flee and raise the alarm. Any sounds of fighting attract the attention of the holy man at Area D2 and the non-humans at Area D3. They arrive in six rounds to investigate.

Three of the cells are occupied. Two hold the notorious criminals Ranas and Philomen (AC 9; T6; hp 19, 15; #AT 1; D by weapon; MV 40′; Save T6; ML special; AL N), awaiting public punishment. If freed, they gladly join the party, not revealing their true identities or past careers. They accompany the party while the players appear to be trying to escape. They let the players take all the risks and they try to steal everything they can get (Pick Pockets 45%). Any time that escape from the temple seems possible, the criminals leave, taking their stolen goods with them. The third person is Marialena, a female elf (AC 9; E5; hp 22; #AT 1; D by weapon; MV 40′; Save E5; ML 8; AL L). She has no spells memorized, for her spell books have been taken away. She gladly joins any party that rescues her, although she wants weapons, equipment and access to a spell book. She remains loyal to her rescuers until well away from the temple. She knows of the secret tunnel exit (Area D4) and may volunteer this information to the party.

D2. Interrogation Chamber

This chamber is lit by several torches. It is filled with all manner of torture devices. Currently in the room (unless drawn elsewhere by fighting) is the Inquisitor, a holy man (AC 5; F10; hp 45; #AT 1; D 1-8; MV 40′; Save F10; ML 8; AL C) and an initiate. The Inquisitor is dictating a report to the scribe concerning the capture of Marialena. If attacked, he fights to delay the players while the scribe goes to either Area D1 or Area D3, depending on the direction from which the players have come. The scribe returns with help in four rounds. The Inquisitor carries nothing of value.

D3. Non-Human Den

This large, rough-shaped chamber is the den of non-humans who work in the temple above. Found here at any given time are 12 goblins (AC 6; HD 1-1; hp 3 each; #AT 1; D 1-6; MV 20′; Save NM; ML 7; AL C), eight orcs (AC 6; HD 1; hp 6 each; #AT 1; D 1-8; MV 40′; Save F1; ML 8; AL C), five bugbears (AC 5; HD 3+1; each; #AT 1; D 1-10+1; MV 30′; Save F3; ML 9; AL C), and a hill giant (AC 4; HD 8; hp 40; #AT 1; D 2-16; MV 40′; Save F8; ML 8; AL C). The goblins are armed with short swords and bows, the orcs have swords and crossbows, and the bugbears fight with two-handed swords. If the chamber is attacked by what seems to be a strong force, all the creatures but the hill giant flee. The hill giant remains and fights the attackers. The other non-humans raise an alarm. If forced to flee in the direction of the temple, the non-humans break into little groups and make short hit-and-run attacks on the party until the players are driven off.

The chamber contains mounds of dirty, foul-smelling furs, rotted blankets, and half-broken pottery. Among all this are several old purses containing a total of 200 gp. These purses are hidden under piles of bones, the bodies of dead rats, and in small insect mounds. The weapons and armor found in the chamber, while clean and usable, are somewhat old and battered.

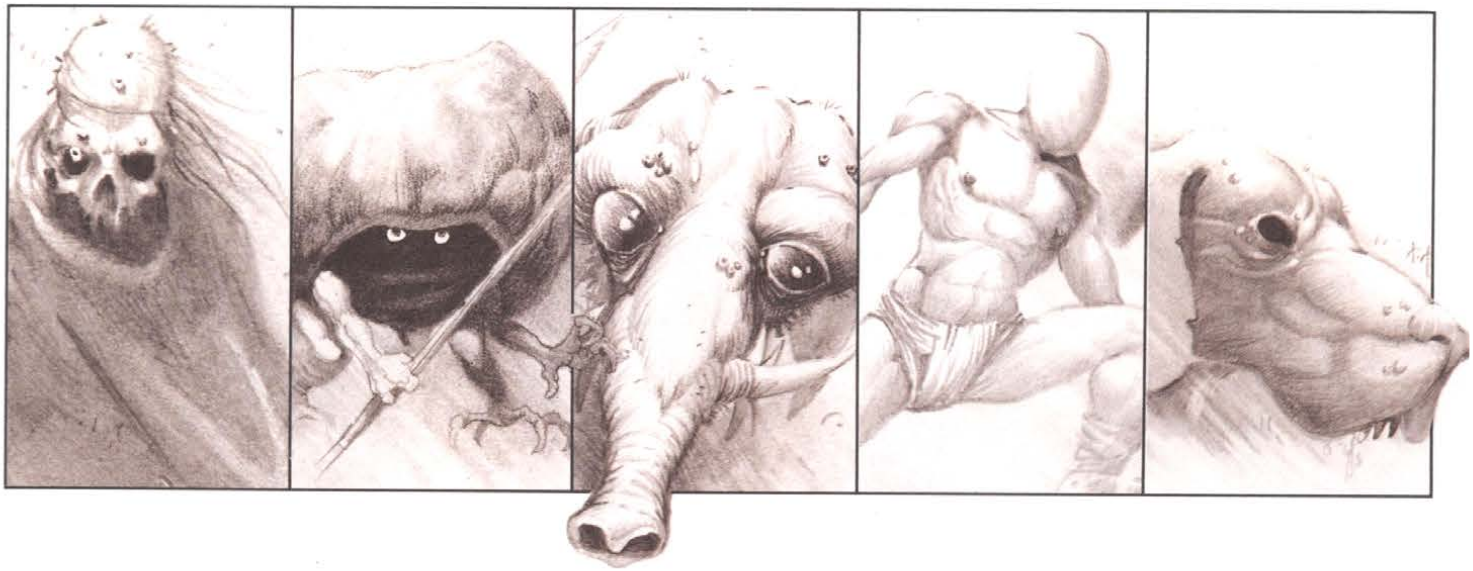
D4. The Secret Exit

This tunnel travels for a half mile (not shown on the map), winding and twisting along. A moving party can travel this distance in about 20 minutes. At the end of the tunnel is a well-furnished small chamber that contains rugs, candles, a long chest, a chair and writing materials, and a table. A secret door in one wall opens onto a hillside some distance from the temple. This hill blocks the view of the temple from the entrance. Living here is a vampire* (AC 2; HD 9; hp 42; #AT 1 + special; D 1-10 + energy drain; MV 120′/180′; Save F9; ML 11; AL C; **charm; regeneration**). During the daytime, he stays underground in his coffin near the entrance. At night, he roams about, occasionally taking a victim from the temple. His coffin is hidden, disguised by the long chest. This chest is locked and is trapped. If the trap is not found and removed, the player who opens the chest begins to change slowly into a giant rat. The change takes 24 hours to complete. At first, the changes are very slight — the player itches all over and feels uncomfortable. Gradually he has the desire to crawl on all fours. His clothing and equipment does not fit well, and he has trouble holding onto things. This change continues until the player is completely transformed. Once transformed, he loses all intelligence and abilities of his former class and has all the statistics (except the hit points) of a giant rat. Even the character's alignment changes, if necessary. If a **remove curse** is cast before the 24 hours have passed, the change is halted. After 24 hours, the spell has no effect: only a **wish** restores the player.

Clothing and other normal items seem to fill the chest. However, the bottom of the chest is hinged; beneath it lies the coffin of the vampire. This vampire and the Master are old acquaintances. Neither disturbs the peace of the other. If the vampire is in grave danger, however, he sends a bat to the Master, a signal that he needs help. In three turns, the Master or one of his holy men (you may decide which) arrives to help the vampire.

Hidden in the lining of the coffin are 200 sp, 2000 gp, and three gems, each worth 1000 gp. Nothing else of value is here.

Christopher Lerch (Order - 29450784)



PART 6: NEW MONSTERS

This section presents the new monsters used in this module. Read these descriptions carefully before handling an encounter with any of these creatures.

Dusanu*

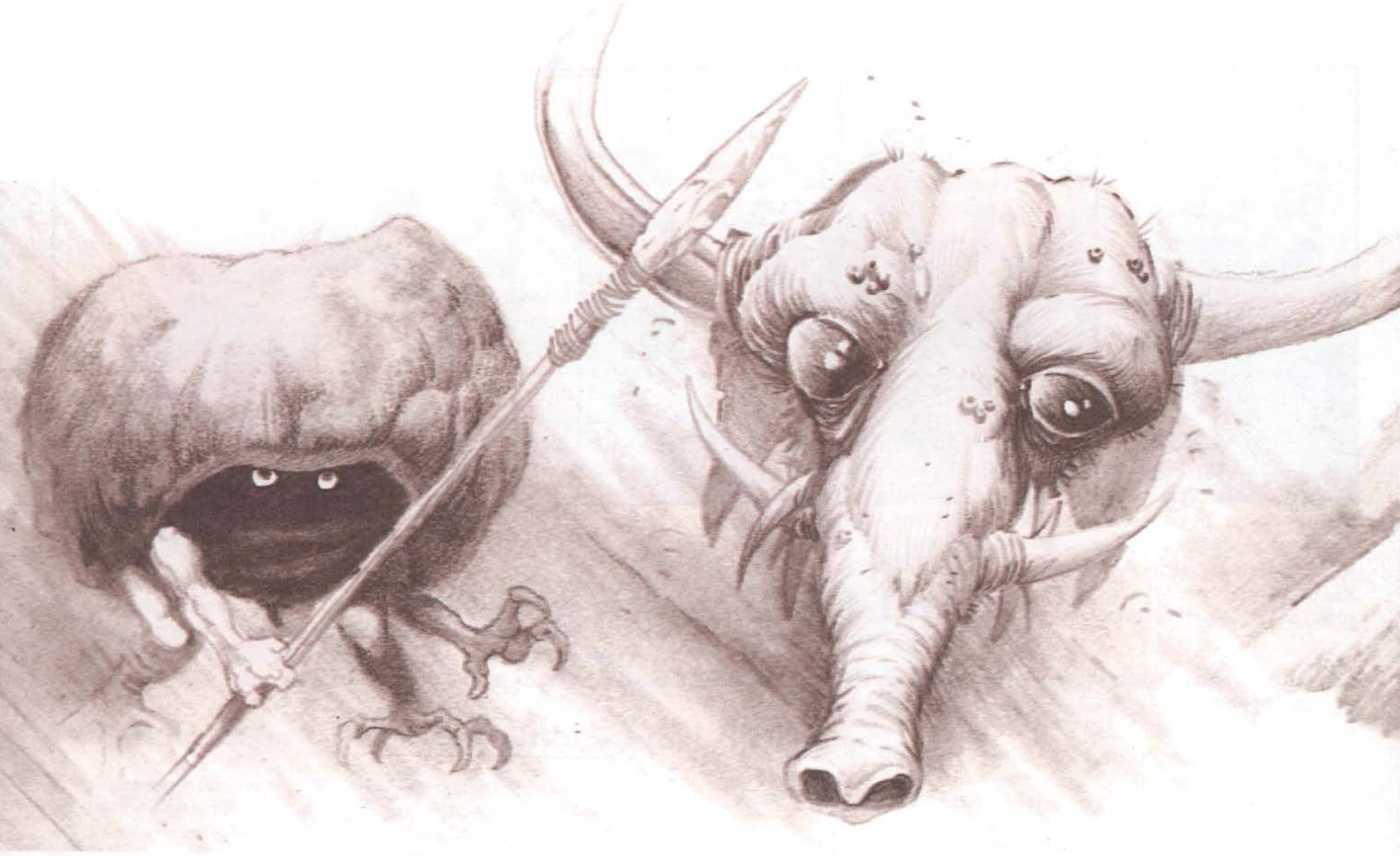
Armor Class: 4
Hit Dice: 9+2*
Move: 120′ (40′)
Attacks: 2 claws + special
Damage: 1-8/1-8 + special

No. Appearing 2-4 (0)
Save As: Fighter: 9
Morale: 10
Treasure Type: B
Alignment: Chaotic

The dusanu, or rot fiend, looks like a mold-encrusted skeleton, dressed in a tattered cloak. Its eyes shine with a flickering blue light. The air near a dusanu is tinged with the spores of its dry rot. Dusanu are intelligent and very cunning. In combat, they attack with their mold-covered claws. At the same time, they release spores that fill a 5′ radius circle. Any player in this radius must save vs. Poison. Those who fail to save suffer 1d8 points of damage and become infected. Players do not show any outward signs of infection for 2-4 days. However, during that time, any **cure wounds** spells cast on the player have no effect. At the end of this time, mold erupts from the player's skin. Each day the player must save vs. Death. If the character fails to save, the mold covers his entire body. The player dies and in 1-3 days rises again as a dusanu. All memories and abilities are lost. You should control the player. A **cure disease** kills the spores.

A dusanu has soft, spongy bones and so only takes ½ damage from blunt weapons (maces, hammers. etc.). Other non-magical weapons cause only one point of damage. Magical edged weapons do full damage. Electrical attacks cause no damage.

Christopher Lerch (Order - 29450784)



Geonid

Armor Class: -2
Hit Dice: 2
Move: 60′ (20′)
Attacks: 1 fist or weapon
Damage: 1-8 or by weapon type

No. Appearing 2-12 (0)
Save As: Fighter: 2
Morale: 8
Treasure Type: C
Alignment: Chaotic

A geonid is a small intelligent cave-dweller. It has two legs and arms and a shell that gives it the appearance of a small boulder. The arms and legs come out of a small opening in the bottom of the shell. A geonid is able to draw its arms and legs into its shell and close the opening. When it does so, the geonid cannot be distinguished from a small boulder. Because of this, it surprises on a 1-4. In combat, a geonid attacks either with one of its stony fists or with a weapon. Weapons normally carried are stone clubs or axes.

Geonids live underground in tunnel complexes and in natural caves. Their lairs are normally filled with rocks, stalactites, and stalagmites. In the lair is a shrine made of large and oddly-shaped boulders. The lair contains from 30 to 80 (1d6x10 +20) geonids, led by a geonid priest. This priest has no clerical powers, but has four hit dice and does 2-12 points of damage with its fist or +2 points of damage with a weapon.

Malfera*

Armor Class: 3
Hit Dice: 9**
Move: 60′ (20′)
Attacks: 2 claws, bite + special
Damage: 1-10/1-10/1-6

No. Appearing 1 (1-2)
Save As: Fighter: 13
Morale: 11
Treasure Type: E
Alignment: Chaotic

A malfera is a creature from the Dimension of Nightmares. It has a large, elephant-like face and a short trunk. The head is topped by large horns. Large fangs protrude from either side of the trunk. The chest is a mass of slimy, short tentacles. Long, muscular arms end in large, jagged pincers. Its feet are webbed and clawed. It is colored night-black but has red veins and eyes.

In combat, a malfera attacks with pincers and bites. If both pincers hit the same target, the victim is dragged to the chest of the malfera on the next round. The tentacles then automatically trap the victim. These tentacles are coated with an acid slime and do 2-12 points of damage each round. The victim may be freed only when the malfera is killed. In addition, the breath of a malfera is poisonous: each time it hits with a bite, its victim must save vs. Poison (at +3) or die. A malfera is immune to acid and may only be struck by magical weapons.

Aside from its combat abilities, a malfera can **detect invisible** and open all doors as if it had a **knock** spell. Because of its tough constitution and highly magical nature, it saves as a 13th level fighter.

A malfera may appear on this dimension only through the act of a powerful magic-user or as a gift from a deity. No one can describe the malfera's dimension, except that it is poisonous and deadly to humans.

Christopher Lerch (Order : 29450784)

Mujina

Armor Class: 4
Hit Dice: 8*
Move: 120′ (40′)
Attacks: 2 weapon + special
Damage: 1-6 or by weapon
No. Appearing 1-4 (1-4)
Save As: Fighter: 8
Morale: 9
Treasure Type: E
Alignment: Chaotic

A mujina, in its natural form, looks like a human except that it has no face. Where the eyes, nose, ears and mouth should be is nothing—the face is smooth like an egg. However, the mujina may create an illusion to give its face any appearance it wants. It most often poses as a typical human until it decides to attack.

A mujina is very strong and can handle any two-handed weapon (other than a lance, pole arm, or crossbow) in one hand. In combat it uses two weapons, one in each hand. It has the same chance to hit with either weapon. A mujina can also cause its true face to appear at will. Any creature of five hit dice (levels) or less who sees the blank face automatically runs in fear for 1-3 rounds, at three times normal movement rate. Creatures who have more than five hit dice (or levels) must save vs. Wands or also flee as explained above.

A mujina often joins a party of adventurers as a retainer fighter. It may serve faithfully for a long period, not revealing its true identity. However, if given the opportunity, it robs the players of as much as possible and then flees. Mujina can speak Common, the language of their kind, and their alignment tongue.

Spectral Hound*

Armor Class: -2
Hit Dice: 5**
Move: 150′ (50′)
Attacks: 1
Damage: 2-12 + special
No. Appearing 1-6 (1-6)
Save As: Fighter: 5
Morale: 12
Treasure Type: Nil
Alignment: Chaotic

Spectral hounds are creatures from the Dimensional Vortex—the void between all dimensions. In this world they appear as ghostly dogs—pale in color and translucent. Their eyes are formless pools of utter blackness. They are excellent trackers and once on the trail of a creature, they follow it for days.

In combat, a spectral hound attacks by biting. Any player bitten by a spectral hound must save vs. Spells. If he saves, the player suffers only the 2-12 points of damage from the bite. If he fails to save, he begins to fade. This fading is very gradual: in 24 hours the character has faded completely, having the same translucent appearance as a spectral hound. The player's equipment is not affected. When the character fades completely, he is unable to hold any normal items. He is unable to hear or talk to unfaded players. From the faded player's point of view, all normal things appear translucent, while faded things (i.e. the spectral hounds and other affected characters) seem solid and normal.

At any time after a player has been affected, he may be restored to the normal world by a **dimension door** spell. When the spell is cast, the affected character or characters can step through the **dimension door** and return to the normal world.

Spectral hounds may only be struck by silver or magic weapons. They are immune to fire- and cold-based spells.

Christopher Lerch (Order : 29450784)

PART 7: PREROLLED CHARACTERS

The following pregenerated characters are the same characters who are used in **X4, Master of the Desert Nomads**. It is assumed that those who play **X4** have advanced in level during the course of their adventure. They also have used some of their magic items and have found new ones to replace these. Therefore, the magic item lists are somewhat different from those found in **X4**.

If you are continuing the adventure begun in **X4**, do not use the characters presented here. The players have the characters, levels, and magic items they earned in the first module.

The pregenerated characters also may have almost any non-magical equipment on the equipment lists in the rules. Do not let players abuse this chance: no character is going to have a war galley or 400′ of rope at the beginning of this adventure. Each player should have 1000 gp for bribes and other needs.

Prerolled Character Table

No.	Class	LVL	STR	INT	WIS	CON	DEX	CHA	HP
1	Cleric	9	11	12	14	16	10	7	53
2	Fighter	10	15	12	6	17	12	10	62
3	Elf	7	12	17	9	11	8	10	28
4	Magic-user	9	7	15	8	14	9	8	33
5	Dwarf	8	15	7	10	16	10	9	49
6	Thief	8	13	9	9	14	14	10	27
7	Halfling	7	12	16	12	10	14	10	30

Magic Items Table

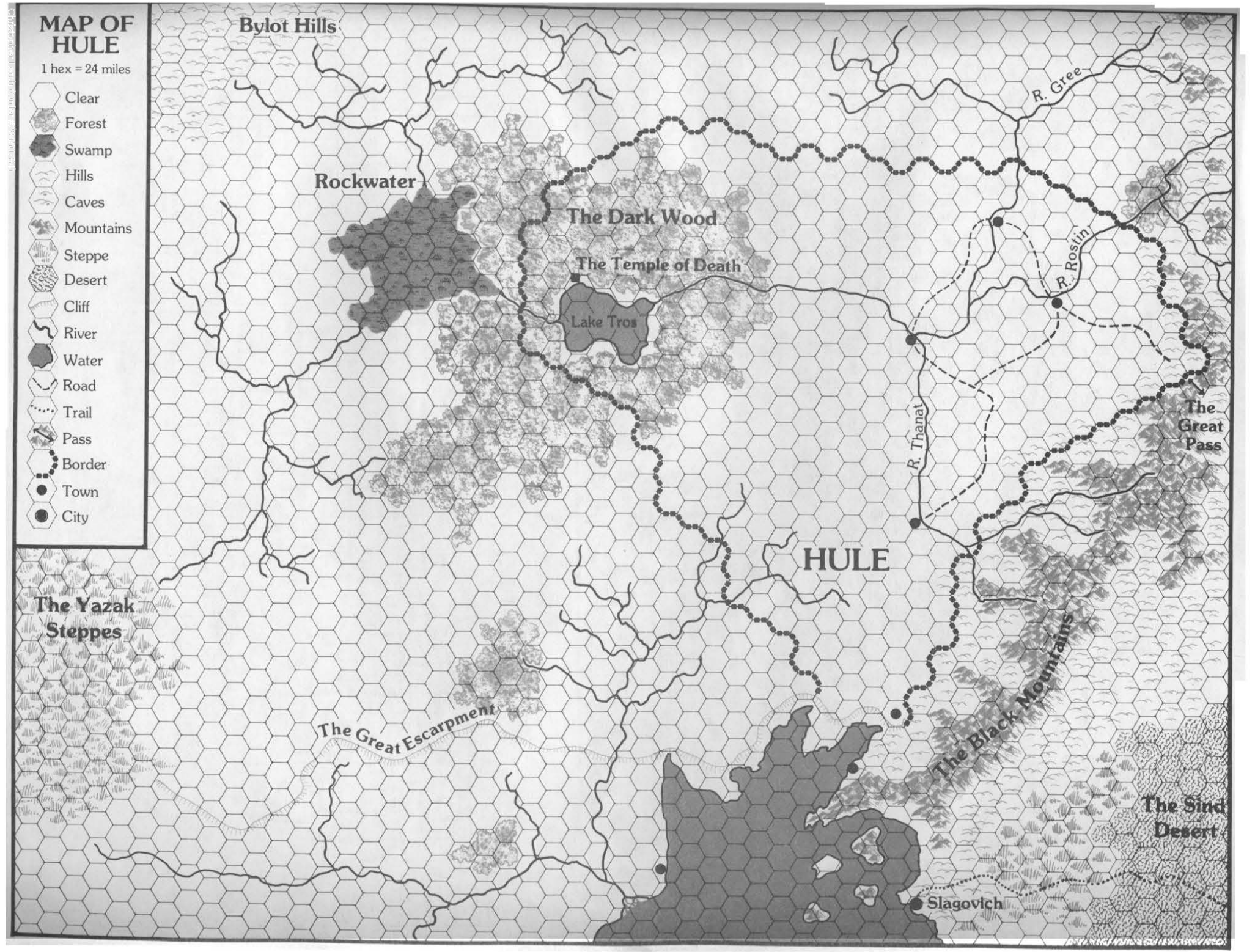
1. **plate mail armor +1; shield +1; ring of fire resistance; potion of longevity; potion of healing.**
2. **sword +1; flames on command (NSA); plate armor +3; shield +1; potion of levitation.**
3. **sword +1; intelligence 9, see invisible, detect gems, levitation, alignment Lawful, ego 7; horn of blasting.**
4. **dagger +1; ring of telekinesis; ring of spell storing;** scroll of **invisibility 10′ radius; scarab of protection.**
5. **shield +2; war hammer +3;** two **potions of healing.**
6. **ace +3; sword +1 (NSA); leather armor +1; ring of spell turning.**
7. **sword +1 (NSA); sling +1; plate armor +1; elven cloak and boots; potion of fire resistance.**

Do you have any questions or comments? Our designers and editors can help. Send your questions to:

TSR Hobbies, Inc.
POB 756
Lake Geneva
WI 53147

Letters without a stamped, self-addressed envelope are given to our pet gelatinous cube, so don't forget!
We'll get our elves right on it.

Christopher Lerch (Order: 29450784)


MAP OF HULE
1 hex = 24 miles
Clear
Forest
Swamp
Hills
Caves
Mountains
Steppe
Desert
Cliff
River
Water
Road
Trail
Pass
Border
Town
City
Bylot Hills
Rockwater
The Dark Wood
The Temple of Death
Lake Tros
R. Gree
R. Rostin
R. Thanat
The Great Pass
HULE
The Yazak Steppes
The Great Escarpment
The Black Mountains
The Sind Desert
Slagovich

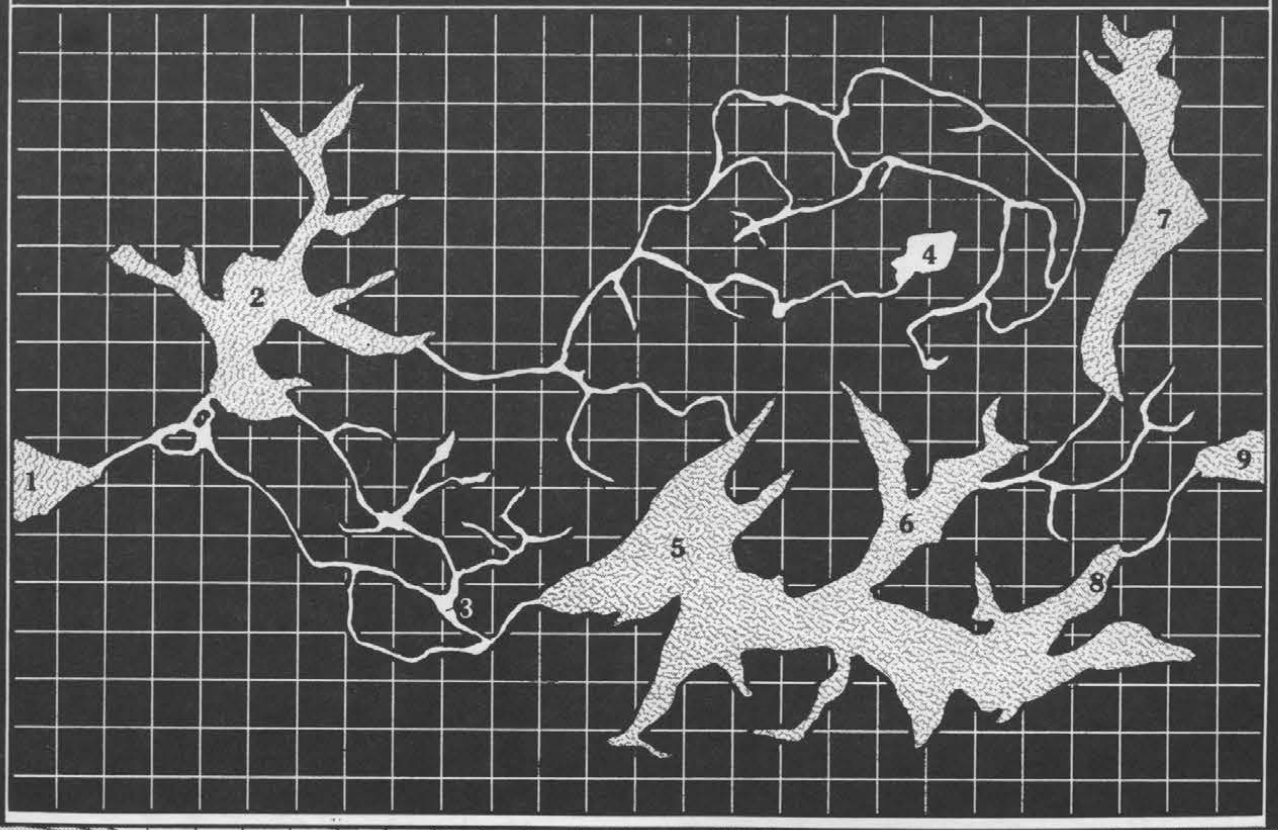
Valley

Tunnel

Map of the Great Pass

Note: Tunnel width is not drawn to scale
1 square = 1 mile

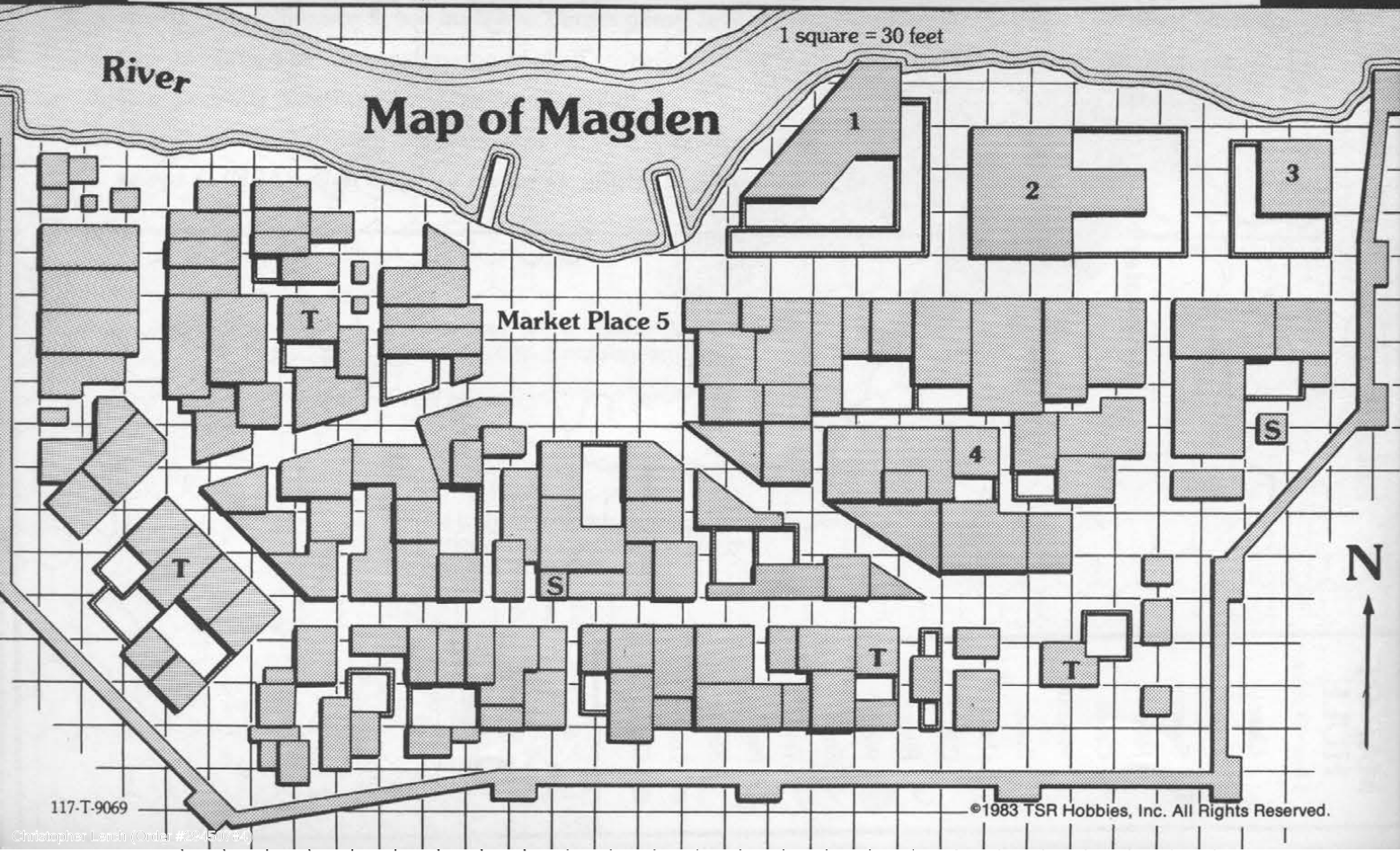
N



1 square = 30 feet

River

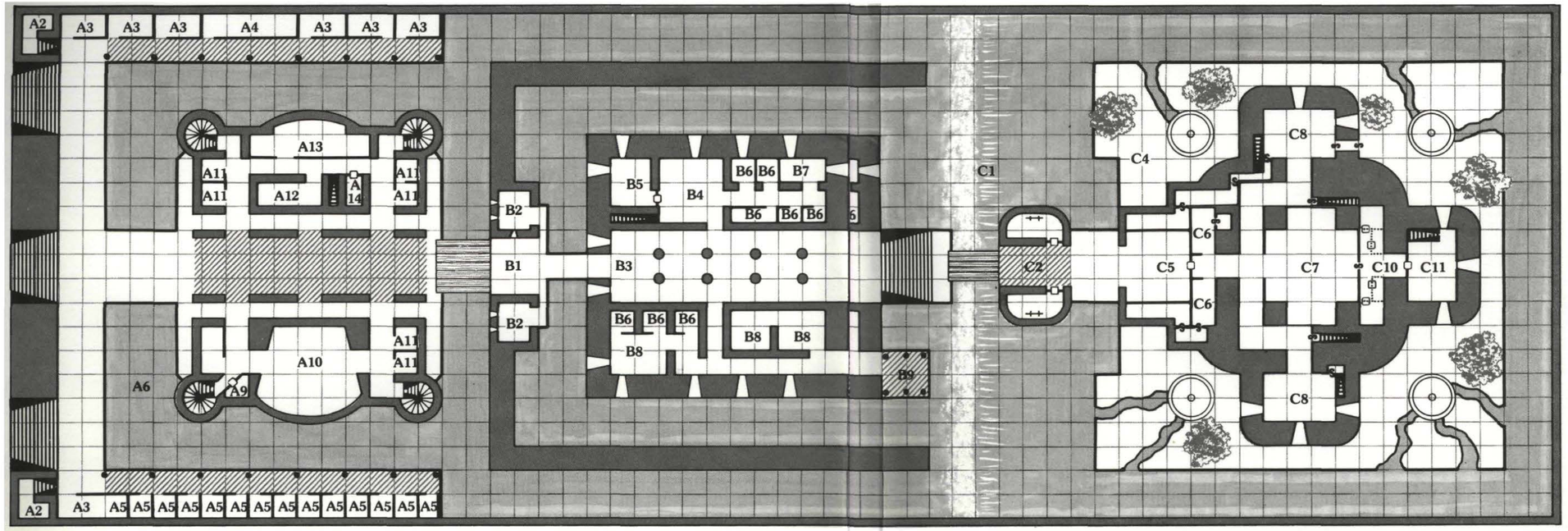
Map of Magden

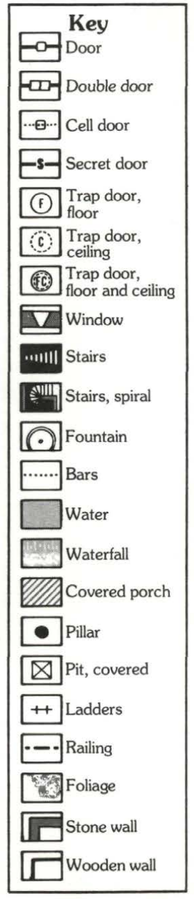


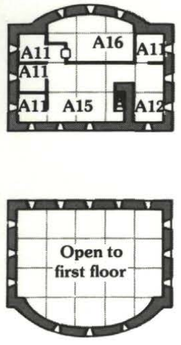
117-T-9069

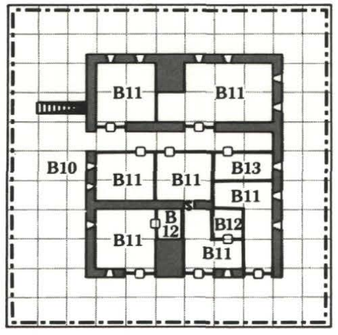
©1983 TSR Hobbies, Inc. All Rights Reserved.

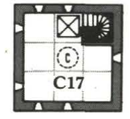
Christopher Lamb (Order #2250640)

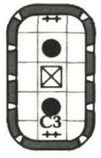


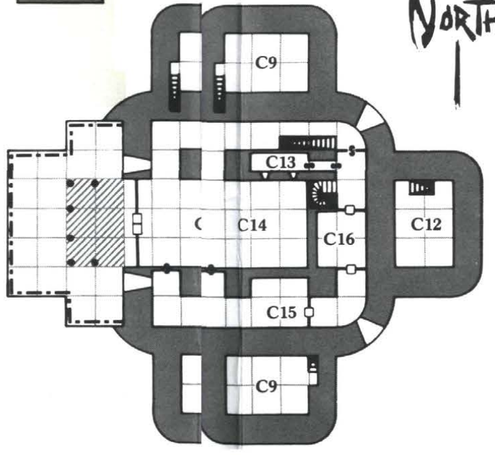


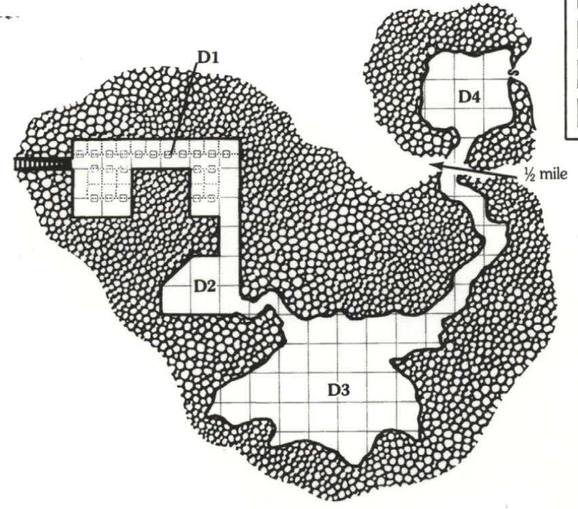












Temple of Death Map

©1983 TSR Hobbies, Inc. All Rights Reserved.

Christopher Lech (Order - 29450788)

DUNGEONS & DRAGONS®

Expert Set Adventure Module

Temple of Death

by David Cook

Sent on a desperate mission into an unknown land, you must seek out one called "the Master" and his Temple of Death. There is little time to waste, as you must act before the Master's armies destroy your homelands. But to complete your task, you must battle fearsome guardians, travel through a hostile kingdom, and discover the secret of the Master. Can you survive his defenses and win?

This module contains referee's notes, background, maps and detailed keys. It is the second adventure in the two-part Desert Nomads series begun in **X4, Master of the Desert Nomads**, but it can stand on its own as a separate adventure. Whether you play **Temple of Death** by itself or as part of a series, the adventure will offer you hours of excitement and fun!

This module is for use with the DUNGEONS & DRAGONS® Expert Set, which continues and expands the D&D® Basic Rules. This module cannot be played without the D&D® Basic and Expert rules produced by TSR Hobbies, Inc.

©1983 TSR Hobbies, Inc. All Rights Reserved. Printed in U.S.A.

TSR Hobbies, Inc.
POB 756
Lake Geneva,
WI 53147

TSR Hobbies (UK) Ltd.
The Mill, Rathmore Road
Cambridge CB14AD
United Kingdom

ISBN 0-88038-017-9

394-53166-3TSR0550

116-F-9069

Christopher Lerch (Order #29450784)